

# THE GRENADE BULLETIN #10

The Newsletter from Your Figure Company I



## OUR SUMMER PAINTING CONTESTS



For the first time ever, Grenadier Models Inc. ran major painting contests at this year's East Con and Origins convention. We are proud to report that the entries were outstanding, and the figures were no less than sensational. I believe that everyone had a good time with two possible exceptions, Gary Pilkington and John Dennett. These two gentlemen were the judges at these events, and their task was not an easy one.

In the above photos, you will see Connie Walkner of Cedar Rapids, Iowa and Michael A. Brown of St. Louis, Missouri. These two artists finished first in our Origins competition for the best painted individual Grenadier figure and the best painted grouping of two or more Grenadier castings respectively. Other winners were Randell W. Nalborczyk of Merrillville, Indiana; David A. Patterson of Wren, Michigan; and Roger Fachini II of Sterling Heights, Michigan.

At East Con, first place trophies and prizes were given to David Martin of Audobon, New Jersey and Rocco Mazzella of Turnersville, New Jersey. Other awards went to Nancy Beck of Stamford, Connecticut; Lew De Girolana of Wenona, New Jersey;

Glen Fuenmayor of Cherry Hill, New Jersey; and William Frazer of Philadelphia, Pennsylvania.

Next summer, we plan on running two more painting contests. One of them will be held at Origins '84 in Dallas, Texas. The site of the other competition will be announced later. We hope to see you there!

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# ☆☆ ESP ☆☆



This summer I had the opportunity to represent Grenadier Models at East Con and Origins '83. While attending these gaming extravaganzas, I was fortunate enough to meet and talk with numerous gamers.

During a number of these conversations, I was surprised to learn that many young gamers believe that Grenadier is a small figure company which operates out of someone's basement. Such a statement would have been accurate if it had been spoken seven years ago. At that time, Grenadier had six workers and one machine with which they produced quality metal products in their subterranean environment. (The discerning gamer will note the obvious similarities between Grenadier and the dwarven craftsmen of myth and fantasy.)

It is true. Grenadier did operate out of a residential basement, but a lot has happened since 1976. We have grown into a multi-million dollar company with a large factory, state-of-the-art equipment and almost fifty employees. Our figures have become the best selling miniatures in America, and our gross sales are the third highest in the adventure gaming industry. Only T.S.R. and Avalon Hill have higher sales figures.

To help create a more accurate picture of Grenadier Models and a better understanding of how miniatures are made, we will be running a series of articles in the G.B. that will show our inner workings. The first article will be on molds. The subject of future articles will depend on you. Please write to me, and let me know what other aspects of miniature making interest you.

Thank you!

*Scott*

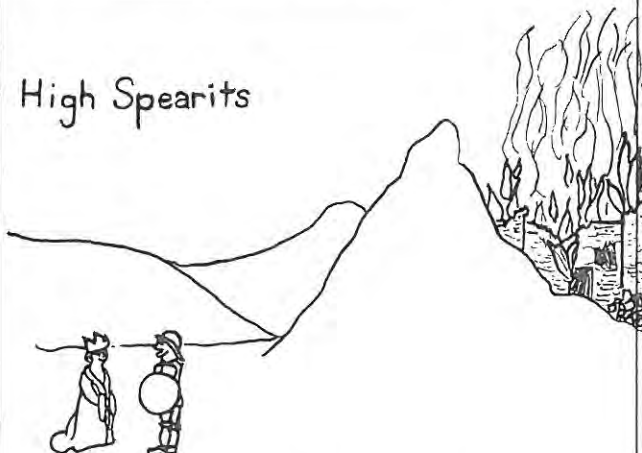
## High Spearits



Golly, Toto, I don't think we're in Kansas anymore.

Cyl 5/83

## High Spearits



The good news is: we got all the ogres out of your castle.

Cyl 4/83

# NEW FANTASY RELEASES

## ORCS OF THE SEVERED HAND

The Orcs of the Severed Hand are anything but your run-of-the-mill orcs. These creatures don't flee when the going gets tough. They don't crawl into a corner and shake when a magic user enters the room. Believe it or not, they don't even wimper at the first sign of dwarves. These orcs are warriors.

This totally new Dragon Lord set contains nine battle hardened veterans of combat. Their scarred bodies, cracked helmets, worn armor and awesome weapons attest to their heritage of blood.

At this very moment, numerous orc homes have pictures of John Dennett hanging over their fireplaces. This talented sculptor has given a degree of respect back to the orcish race.



## ELVES OF SILVAN BROTHERHOOD

John's orcs may be sensational, stupendous, incredible and awesome, but they are also evil. The release of these menacing monsters has tilted the delicate balance between good and chaos in favor of the dark forces. Yet all is not lost. Our hero, Andy Chernak, has created his "Elves of the Silvan Brotherhood" to help restore order to the world of fantasy. I sleep better knowing that Andy is on my side.

This new Fantasy Lord figure set contains ten foot-figures and an elfin archer astride a unicorn. The castings are all masterfully designed and sculpted. Note the "nature" motif that graces these friends of the forest, as well as, the unusually fine detail. The face of the illusionist with its gaping mouth, hooked nose and wrinkled brow is almost as realistic as my own. (Although not nearly as suave and sophisticated.)





# GRENADIER'S NAME GAME

Just the other day, I was sitting around a table with a couple of friends discussing the importance of names. It was a rather fascinating conversation. For example, we concluded that almost everything has a name. Did you realize that various men of science have even given names to things that have never been seen? Did you know that the average American uses "names" on an almost daily basis? Extraordinary!

During this riveting verbal exchange, it suddenly dawned on me that our figures lack proper names. I found this revelation shocking. The thought that our own creations have been denied individual identities, filled me with remorse. To amend this grievous error, we are going to have a name that figure contest.

To enter this contest, all you have to do is suggest a suitable nomenclature for any and/or all of the three castings pictured below. The judges will be looking for original names, which "fit" the figure in question. If your suggested name is one of the nine selected (three for each figure), you may select a free figure set of your choice from our Consumer Order Sheet.

## RULES

1. All entries must be postmarked no later than November 10, 1983.
2. Each entry may contain only one suggested name per figure.
3. Your name and address must appear on your answer sheet.
4. The decision of the judges is final. It may not be intelligent, but it is final.
5. Please send your suggestions to the address below:

The Name Game  
c/o Grenadier Models  
Price & Pine Streets  
Holmes Industrial Park  
Holmes, PA 19043

**EXAMPLE: Napoleon Bony-parts**  
("F.L. Skeletons: Raiders of the Undead")

This is obviously the proper name for this lanky leader in the above photo. Naming the other castings may prove to be more difficult.



FIGURE #1 \_\_\_\_\_

("F.L. Skeletons: Raiders of the Undead")

In this case, we want you to send us an appropriate name for the skeleton rider and his mount. Have fun!



FIGURE #2 \_\_\_\_\_

("Dragon Lords: Subterranean Terrors")

This creature is the ever popular Mind Master. Now here is a beastly that needs a name. If you were to call it a "Hey You", it might get mad.



FIGURE #3 \_\_\_\_\_

("Call of Cthulhu : Adventurers")

This is one classy individual! What poise! What charm! Notice the cane, cigar, rings, tie clip and monacle.





# GRENADIER MODELS CONSUMER ORDER SHEET

## FANTASY LORDS

6001	Dragons of the Emerald Idol	\$9.95
6002	Skeletons - Raiders of the Undead	9.95
6003	Elves of the Silvan Brotherhood	9.95
6004	Monsters of Mythology (Nov.)	9.95

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3002	Mercenaries (Oct.)	9.95

Grenadier Bulletin - 1 year subscription 2.00

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2202	Fantasy Lords	12.00
2203	Fantasy Monsters	12.00
2204	G. I. Assault Team	12.00

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6111	Missile Tank (4)	4.00
6112	GEV (4)	4.00
6113	Howitzer (4)	4.00
6114	Mobile Howitzer (4)	4.00
6115	Light Tank (5)	4.00
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# GRENADIER MODELS CONSUMER ORDER SHEET

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W6	Gnomes of the Rune Shield, 3 types (6) ...	3.00	_____
W7	Great Woods Treeman (1) .....	3.00	_____
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5409	Byzantine Officer .....	5.95	_____

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## PLEASE NOTE

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Allow 2 to 3 weeks for  
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#	Title ( ) is the number of pieces per Blister Pack	Price	Units
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WS3	The Guard Room & Armory, weapons rack, forging equipment, beds, table, etc.* ....	6.00	_____
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## SPACE SQUADRONS 2998 BLISTER PACKS

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SS4	Galactic Frigates (2) .....	3.00	_____
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SS6	Galactic Trident Fighters (8) .....	3.00	_____
SS7	Stellar Heavy Cruiser (1 2-piece figure)* ..	3.00	_____
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SS9	Galactic Attack Carrier w/4 Bat-craft (5) ..	3.00	_____
SS10	Galactic Bat-craft & Long Range Fighters, 2 types (8) .....	3.00	_____
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SS19	Base Stands, 6 Large bases (can be used for 12 small)* .....	3.00	_____

## SPECIALS

SP1	1/2 inch, 6-sided dice (White w/black pips) .....	6 for 1.00	_____
SP2	Treasure Gems ( 2 large gems, 20 small gems) as seen in 5009-Dragon's Lair. Useful for dioramas .....	2.00	_____
SP3	Gold Plated Basilisk (as offered in GB#1) ..	5.00	_____
SP4	Gold Plated Dragon Pendant (Xmas Dragon)	5.00	_____

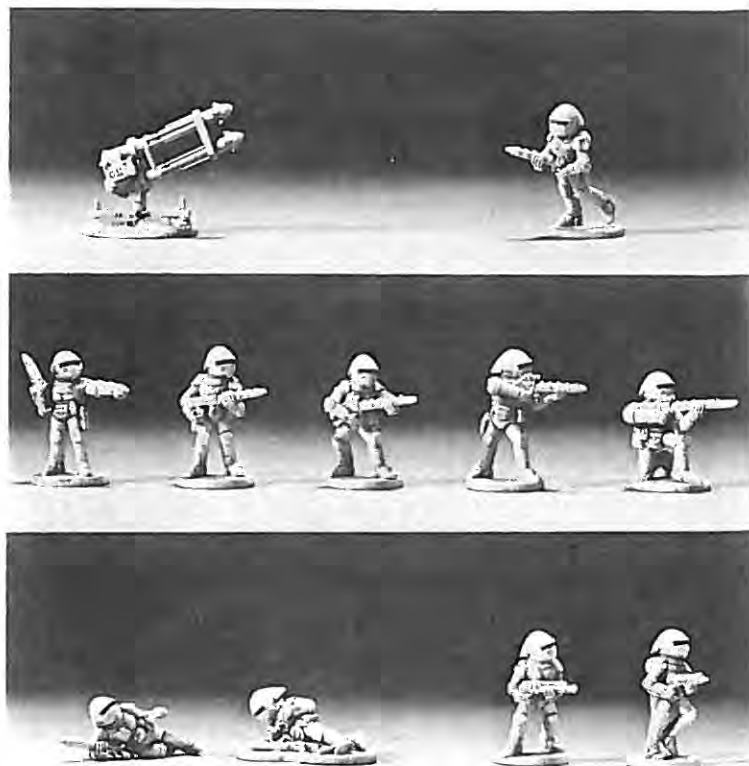
## FUNNY FANTASIES®

1	"Have a Nice Day" .....	1.50	_____
2	"F-19" Pegasus .....	2.00	_____
3	"Undead" Pizza Delivery Man .....	1.50	_____

Recently, Grenadier Models released its first Traveller Figure Set. This incredible collection of eleven Imperial Marines and a rocket launcher is pictured in the above photo. Each casting has captured the spirit and essence of these elite fighting men. After seeing these figures, one can understand why these soldiers of the Imperium are respected and feared on worlds too numerous to name. Grenadier has entered the "space race" in style.

This "Imperial Marine" figure set may be our first Traveller collection, but it will not be our last. Two other boxes will be available this fall, and two more will be released next spring. They are worth the wait. I think that you will be pleased with Andy Chernak's "Adventurers", and no one does a better monster (alien or otherwise) than John Dennett.

By the way, this new set contains a free introductory scenario by Gary Pilkington. We think that such game aids (Gren-aids) will prove helpful, and we hope that you'll agree. If you have any suggestions for future game aids, please let us know what they are.



## G.B. SUBSCRIPTIONS 1984

Starting with G.B. #13, we will have to charge a nominal fee for our newsletter. We obviously regret this move, but it is a necessary one. Our publication started with an initial circulation of less than two thousand. In the past year and a half, this number has increased seven fold. The result of this success is a sizeable expenditure of funds. For printing and postage alone, each reader costs us \$2.38 per year. This outlay does not include staff salaries, photography costs, or contest prizes.

Our plan calls for a \$2.00 charge for a year's subscription to the G.B. Profit is obviously not our motive. We merely wish to defray some of our costs. Do you realize that some companies charge that much for one of their catalogues?

A year's subscription will last from January to January (six issues). There is a section on our consumer mail order form, which can be used to obtain or lengthen your subscription. You will also notice that you can receive a free year of the G.B. for each direct mail order of ten dollars or more.

It is our belief that this plan is better than decreasing the number of yearly issues or the size of the Grenadier Bulletin. We hope that you agree.

**Q:** What's green, scaly, has bug-eyes and is the most feared monster in Mexico?  
**A:** The Deep Juan  
 This "joke" was sent to us by Steve Moldenhauer of Bethel, Minnesota.  
 Thank you Steve!



# SURVEY TEAM : ALPHA

"Nuts!"

Mike Reynolds struggled to keep the forefinger of his left hand on the circuitry while his right hand fished around on the floor for the electronic probe he had just dropped.

"Fixing this detector-'bot is a major pain in the....", his voice trailed off as he softly cursed under his breath.

"Are you working on that thing again?" Ric Jones had just walked into the service area of the ship and had once again found Reynolds huddled over the Gallagher Industries MKVI detector robot.

"It is not a thing. This is Ol' Blue the best bloodhound-robot ever built. Besides, you know we need it working properly if we are going to give those alien ruins out there the once over." Mike continued his work, not once looking up at Jones who had walked over behind him.

"What caused it to break down this time?" Ric asked as he took out his pipe and began packing it with tobacco. "It didn't try to roll through a locked door again, did it?"

"No, it didn't," said Mike with a certain amount of disgust in his voice. "One of those little monkey-like creatures out there threw a rock at it and shorted out the dish."

Ric looked at the radio dish and noticed a small dent in it and in the top of the robot. "Can it be fixed?"

"Hell yes, I can fix it. If this stupid circuit would just snap back in place, Ol' Blue will be as good as new. What really bothers me are those miserable little monkey things out there."

"Yeah, me too," said Ric as he looked over his shoulder in the general direction in which he had encountered them when he was outside. "I hope they don't start coming any closer to the ship. Still I suppose the field generator would keep them away."

"Assuming you have time to turn it on," replied Mike as the circuit snapped into place with a satisfying pop. "They may be out there now trying to break through the hull." He jabbed his finger in the air, pointing to the place where the imaginary attack would most likely take place.

Ric removed the now lit pipe from his mouth and chuckled at the mental image of a hundred little monkey creatures throwing rocks at the hull of their ship. "Where is the robo-servant Mike? I think it's just about martini time."

Mike picked up the tools he had been using and dropped them back into the repair kit. "Rhett!" he called out looking towards the entrance door to the service area.

Ric cringed at the horrible name Mike had given the robo-servant. Reynolds always felt that robots should be personalized. So, while everyone else called it "Servant One", he began calling it "Butler". Most recently he had changed its programming to respond to the name 'Rhett' as well, much to the chagrin of everyone on board.

A few seconds later, a 1.5 meter high robot waddled into the doorway and asked, "What may I get you?" in a reedy electronic voice.

"A martini. A dry martini," said Ric.

"Two dry martinis," added Mike.

"Yes, make it two", continued Ric, "and make them drier than the driest soil on this dustbowl of a planet."

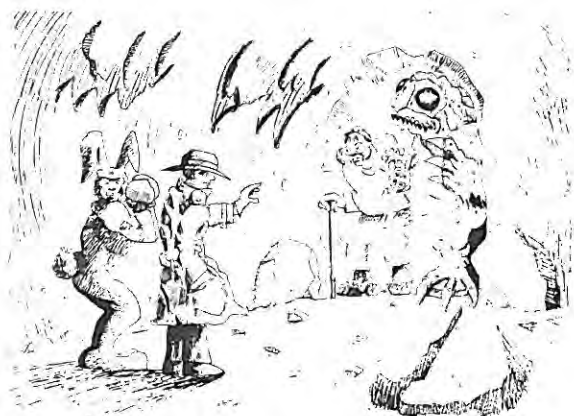
The robot stood still for several seconds and cocked its head trying to find a recipe in its memory banks that would correspond to the one requested by human Jones.

"Uh...just make two standard dry martinis for us Rhett, no frills," said Mike, realizing the problem the robo-servant was having. He watched the robot leave and then turned to face Ric and said, "I wish you wouldn't do that. Their programming isn't infinitely variable you know. Keep the drinks in line with what we programmed it to make."

"I wish all I had to do was have Servant One make me strange and exotic drinks." The voice they heard belonged to Linda Carson, and she now stood in the doorway where the robo-servant had been just moments before.



(to be continued...)



Sam Club, seasoned private investigator, and Bruce Mallony, his pugilistic partner, were in the middle of a rather "unusual" evening. What had started out as a routine search of a suburban Chicago home, had become a trip into the bizarre. The macabre furnishings, the knife attack, the secret passage and the subterranean caverns had all helped to make this night memorable. Yet, these were only preliminaries for the main event.

The main event took the shape of a dangerous, little, old man and his "froggish friend". To make a bad situation worse, these two menacing manifestations were presently confronting our heroes.

Sam reacted to their appearance by suddenly drawing a revolver out of his side pocket. Obviously, Sam had made a successful "Sanity roll" since the presence of a dreaded deep one had failed to slow his lightning-quick reflexes.

Bruce, dressed in a bunny costume, was also quick to react. The retired boxer picked up a rock and proceeded to hide behind it. Apparently, Bruce had not lost any sanity points either. Then again, one cannot lose what one does not have.

#### PART 4

The speed of my own reaction surprised me. My right hand swiftly produced a .38, and my mouth slid instantly into gear with a, "Who are you and what are you doing here?"

The old man smiled and said, "My name is Professor E Homer Fomer, and I'm here to begin my global conquest."

Needless to say, I was a bit surprised. After all, it's not everyday that a guy gets to meet a world conqueror. I quickly regained my composure and asked him how he was going to accomplish this feat. (From that moment on, I've never trusted a man who uses his middle name.)

The quack told us that the caves under the Lovecraft house lead all the way to Lake Michigan and that an army of his aquatic

## THE HAUNTING TALE

allies was assembling there. The deep one merely nodded his agreement and ate spiders from the walls.

I laughed out loud at this point in the conversation, but inside I was scared. Bruce was also afraid. Yet, we could not panic. Humanity depended on us!

"When are you going to start this attack of yours?" I asked.

"As soon as I have completed this dull and pointless discussion with you, I'll call forth the deep ones with this," said the professor as he pulled an odd shaped wooden flute out from under his lab coat.

"What is that?" was my response.

"Oh silly, silly boy! This is obviously the legendary Cthulhu-Kazoo. When I play this instrument, the deep ones will flock to me and do my bidding," said the old man just before he went into a fit of hysterical laughter. (He may have been an evil-crazed homicidal manic, but he sure seemed happy.)

"Give me the kazoo," I ordered with all the authority that I could muster.

"Never," hissed Homer. He then turned to his scaled companion and said, "Get him, Rivett!"

With these words, the reptile lumbered towards me. To my surprise, Bruce also hopped into action. In no time, my companion delivering a series of sensational rabbit-punches to Homer's mid-section. It was Mallony at his best!

(If he had had that same speed, power and determination in his fight against Baxter, he could have lasted at least three rounds).

Bruce may have had the upper hand, but I didn't. As the deep one flopped towards me, I emptied my piece in its direction. Unfortunately, the results were less than spectacular. I managed to nick the beast twice, damage a wall across the room, and place a hole in one of Bruce's bunny ears. (Shooting under pressure is not one of my best attributes.)

Within seconds, the creature was upon me. There we were face to face, locked in mortal combat. (Talk about fish odor!) As his webbed claws grabbed my throat, I hit him repeatedly with the butt of my gun. Yet, my chances of victory seemed bleak. I could feel myself beginning to black out.

(to be continued...)



## CREATURE FEATURE



## THE VEGETATION BEAST

This creature, essentially a plant, is made up of a complex root system entwined with an even more complex network of fiberlike muscles giving it the ability to move in a fashion similar to members of the animal world.

Filling the area between root and muscle is a form of spongy tissue which stores and feeds water to the entirety of the creature's body. The water is absorbed through the spongy matter but mostly through large tubes in the bases of both legs. This tissue must be saturated at all times with a constant flow of water to properly function as a circulatory system. Water is its "blood" and as such helps to cool the body and remove waste material released throughout the root system.

The creature's body consists of a head, two arms, two legs, a pair of root-like tentacles and a central torso. Unlike its relatives in the plant world, it is not confined to reside in a single spot for the entirety of its life cycle and will wander about in search of food as long as there is water in contact with its body.

The head contains a jaw structure full of stone-like teeth leading into a mouth chamber with a tongue slab. Above the jaw is a series of erratically placed eyes (10 in all) which gives it the ability to see in all directions. With the aid of its two sets of powerful claws and elastic tentacles, the Vegetation Beast is a hunter more than capable of securing any meal it so desires.

In its daily rituals the creature will, seek food, bask in sunlight to help digest, and immerse itself entirely in water when at rest or to escape extreme heat.

Above all things, the creatures' life force emanates from the environment of the marshes. Should it be taken away, it will begin to die within a small march of hours.

The Vegetation Beast is a deep green in color with brown or golden beige roots. The eyes are orange with black pupils. The mouth lining is light yellow and teeth and claws range from bone ivory to grey. Abdominal plating is lime-green or olive.

SIZE: Adult 10'-12' tall, 600-750 lbs

HIT POINTS: 40-80

EXPERIENCE LEVEL: 10

BODY DEFENSE: Root like exterior comparable to plate mail

SPECIAL DEFENSE: Heat related weapons do double damage. (Torches, flaming swords, etc.)

ATTACK POWER: Bite: 1-10 sided D.P.D. + 2

Claw: 1-8 sided D.P.D.

Tentacle: 1-6 sided D.P.D. + 1

SPECIAL ATTACK: (1) Uses 1 claw or 1 bite per attack phase. (2) Both tentacles can be used per attack phase. (3) Tentacles extend up to 20' from body

TREASURE: None carried, occasionally coins found in its nest

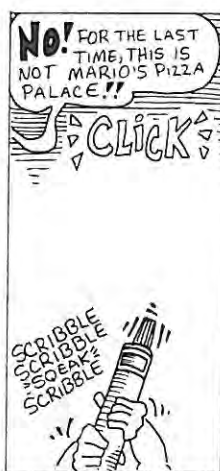
HABITAT: Swamps, bogs, marshes, river inlets, etc.

MOVING SPEED: Slow, moves half as fast as a human

NOTES: (1) 10 eyes give 360° viewing area (cannot be surprised) (2) Will usually fight with at least one foot planted in water. (3) Avoids extreme heat (fire, hot steel, etc.) (4) Ability to smell through water. (5) Eats all organic life forms. (6) Sleeps under shallow water (7) Seldom travels in groups, never more than three.

\*(D.P.D. = Dice Points Damage)

THE ROLLIN' CHOKER GOLEM!  
BY R. SHIETS





# FANOTES

#1 "I was reading G.B. #8 and saw Paul Carranza's letter concerning ground for dioramas.

Well he can do one more thing besides what you told him. He could do his ground out of Paper Ma-che, like I'm doing for my Fantasy scene.

He can probably find books on this in his local library. It's simple, easy and inexpensive and allows the dioramist a wide variety of landscapes, as many as he can think of. I think it's a dioramist's best bet when doing a scene."

The above suggestion was sent to us by Larry Dean Hill of Coeburn, VA. I would like to thank Larry for sharing his idea with us. Paper Ma-che is a good material for use in creating "ground". It is cheap, easy to work with and ideal for beginners.

#2 Bobby Ratliff of Columbus, Ohio recently sent us a letter which contained some very good diorama questions. I thought that you might find Bobby's questions and Andy Chernak's answers rather interesting.

#1 How can you make trees for a diorama?

#2 How can you make a river or a pond for a diorama?

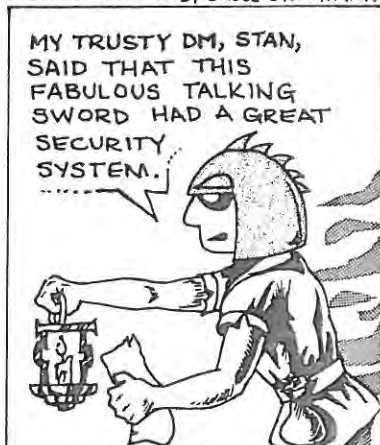
Making trees for a diorama is very difficult. Therefore, we recommend the purchase of "H.O." or "S" scale miniature trees made by the Woodland Scenics or Life-Like Products. Sometimes pieces of weeds and tree limbs can be trimmed for use as dead or defoliated trees.

To make a river or pond, try smearing a thin coat of white glue on to the diorama surface, sprinkle the area with sand, let the mixture dry and paint the dried sand with a wash of brown or blue color. The painted sand should be covered with numerous layers of clear paint, five minute epoxy or plastic resin.

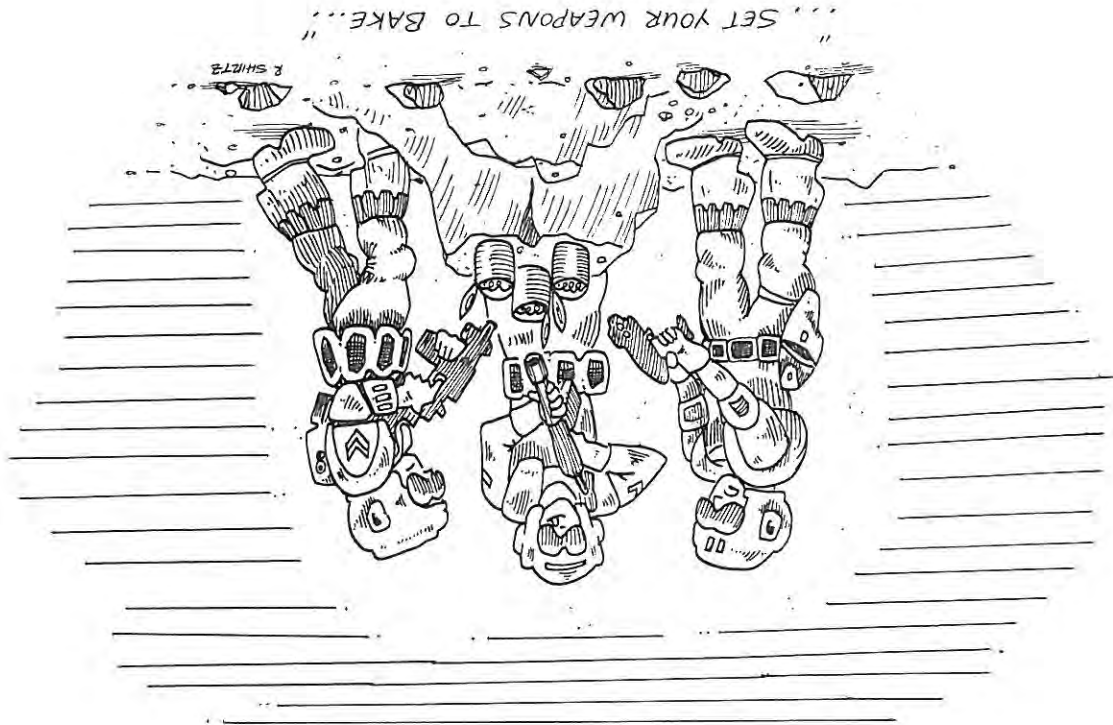
The above method should not be used by children under the age of 14. A safer and cleaner method would be to wrinkle a piece of tin foil, and then carefully spread it out again leaving in the new wrinkles. Cut the foil into the desired shape of the pond and glue it to the diorama base. You should then paint the foil various shades of blue to represent water.

When doing any project that requires the use of glue or paint, we suggest that the furniture is protected and the entire activity is supervised by an adult.

## JAEKK by BRUCE BRACHMAN



THE GALAXY IS SAFE



THE IMPERIAL MARINES HAVE ARRIVED

**G**renadier Models<sup>TM</sup>

Price & Pine Sts.  
Holmes Industrial Center  
Holmes, PA. 19043



# THE GRENADIER BULLETIN #11

The Newsletter from Your Figure Company I



## GRENADIER PRESENTS : THE CLASSICS



In late November, Grenadier Models plans to release the fourth figure set in its Fantasy Lords series. This collection, Monsters of Mythology, contains nine of literature's most fascinating and frightening creatures. John Dennett has done an outstanding job in re-creating these legendary beings. They are all unique, detailed, full of life and perfect for use in any fantasy campaign.

In the above photo, you will notice the dreaded Chimera portrayed as she actually appeared in the minds and art of the ancient Greeks. The Satyr is so well sculpted that Pan himself would be proud of the rendition. The Mermaid with her majesty and grace is guaranteed to lure many a seaman to a watery grave. The Harpy, Griffon, Minotaur, Sphinx and Cerberus are of equally sensational quality. This set is destined to become a legend in its own time.

**Warning:** Prolonged stares at the Medusa may be hazardous to your health.

---

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Creature Feature -  
John Dennett  
Survey Team: Alpha -  
Gary Pilkington



# GRENADIER BREAKS THE MOLD



There are numerous factors which eventually determine the quality of a metal casting, but two factors are more important than the rest. One of them is the attributes of the original work of art. The most advanced equipment and techniques known to man can not make a poorly sculpted figure look good. This is why Grenadier Models has two of the best sculptors in the business.

As surprising as it may sound, molds are the other decisive element. Their use or misuse is crucial.

To gain greater insight into the importance of molds, let me (with help from Rich Jennings and Robert Watts) try to explain how molds are used. The first step is to cut an impression of the figures' approximate shape and size into the soft, natural rubber molds. After all the impressions needed have been made, metal knobs are placed around the outside of the molds. These are called "steel cap settings", and they insure proper mold alignment and prevent shifting. The molds are then squeezed into a steel frame and subjected to extremely high temperatures and pressure in a vulcanizer.

The vulcanized (hard) rubber molds are then removed from the frame. A member of our production staff then cuts "gates" into the molds. These gates are grooves which allow the metal to flow from the center of the molds into the figure impressions. "Vents" are also cut into the molds. These are small holes from the casting cavities to the edge of the molds. These vents enable air to escape as the metal is forced in. Trapped air in one of these crevices could ruin a casting.

The molds are then given to a caster, who pours hot, liquid metal (550° Fahrenheit) into the opening in the center of the mold. With the aid of centrifugal force, the metal flows through the gates and into the impressions. When the metal cools and hardens, the castings are removed.

There is an art to using molds. If the impressions or gates are incorrectly cut, if the molds are poorly vented or if the molds are overused the resulting figures could be disappointing. At Grenadier, Rich Jennings and his staff do their best to give you our best.

## CROINK

"THE ROLLIN' GOLEM"

by ron shirtz



# GRENADIER'S

# SECRET AGENTS

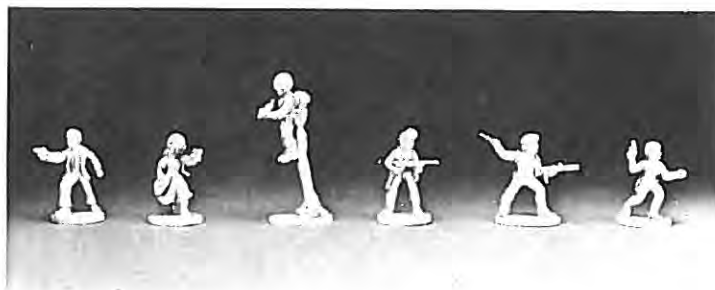
Espionage related role-playing games have become very popular in the last few years. The success of Blade's Mercenaries, Spies and Private Eyes<sup>TM</sup>, Hero Games' Espionage<sup>TM</sup>, TSR's Top Secret<sup>R</sup> and Victory Games' James Bond 007<sup>TM</sup> serves as positive proof of the topic's popularity.

As surprising as it may seem, there are very few figures on the market today that are designed for use with these contemporary, spy-oriented games. We hope that the release of our first two "Secret Agents" figure sets will help to fill this void.

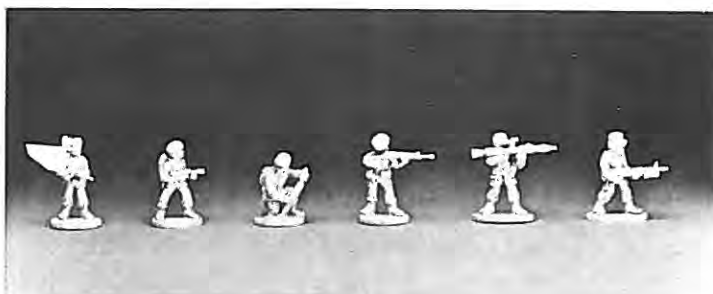
The Agents and Spies box contains twelve action-posed castings by Andy Chernak. These figures are as detailed as they are varied. The armament includes everything from silenced submachine guns to explosive satchel charges, from sawed-off shotguns to spear guns and from grenades to knives. The attire of these shadow warriors also illustrates the set's diversity. Some castings are dressed in coats and ties. Others are wearing jump suits, and one operative is even garbed in a wet suit complete with mask, tank, weight belt and flippers. What we have here is an agent for almost every possible assignment.

For those of you who embark on missions of a more military nature, may we suggest the second release in our "Secret Agents" series. The Mercenaries set is nothing less than awesome. These twelve figures are a match for any foe. Just point them in the right direction and let them go. They may not always win, but they will always be exciting.

Along with the above mentioned Chernak creations, each set also contains the works of two recent additions to the Grenadier staff. Each box contains a starter scenario by Gary Pilkington, and they each feature cover art by Flint Henry. You have not seen the last of either of these talented people.



AGENTS AND SPIES

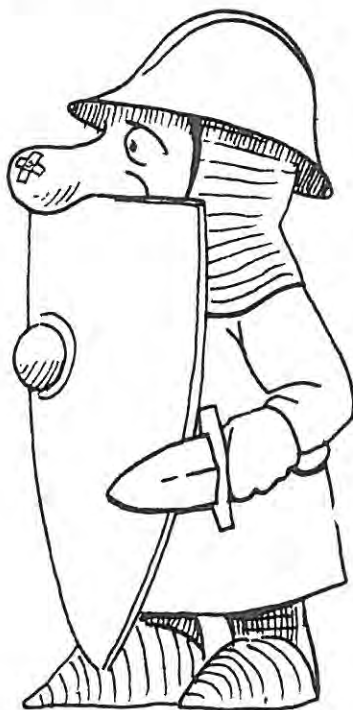


MERCENARIES

# FAMOUS MUMBLES OF OUR TIMES

In G.B. #8 we ran our "mumble contest". The object of this competition was to think up an original, funny or punny caption for the classic Bruce Weigle cartoon that is shown below. The results were sensational. We received over one hundred and fifty "utterance entries", and the job of picking the cream of this crop was not an easy one.

The three winning murmurs and the individuals, who heard them, are listed below. Each of these winners will receive a free fantasy figure set of his or her own choice from our consumer order sheet. To obtain your "just rewards", drop me a line and let me know what you want.



#1. "Please don't Mr. Dennett. I don't want to be dipped in lead."  
(Dave Langdon of Oakridge, New Jersey)

#2. "Martha? I'm home, sorry I'm late!"  
(Christopher Laurence of Hendersonville, Tennessee)

#3. "Please Mr. Ogre, don't make me eat the rest of my shield"  
(Mark Meche of Bridgeton, New Jersey)

Below is a list of the entries and individuals, who earned "honorable mention awards". Each of these "comic contestants" will receive a free one year subscription to the Grenadier Bulletin.

"MMaybe if I hide behind my shield, it won't see me."  
(Scott Boak of Hinsdale, Illinois)

"Scotty! Beam me up!"  
(Steven Casliato of Palmer, Arkansas)

"It is a medusa? Can't be. The Monster Manual says that her gaze turns to sto..."  
(Nancy Coakley of Framingham, Massachusetts)

"How about a fair exchange? I give you 2,000 gold pieces, and you let me live for another five minutes."  
(Dan Drodos of Centreville, Virginia)

"Puff is just a smoking worm...Puff is just a smoking worm..."  
(Morris Eng of New York, New York)

Original: "Ah thoud outd the haad oo-ay thatd a oo-etd tongue sthicks to icth cole met-tal."

Translation: "I found out the hard way that a wet tongue sticks to ice cold metal."

(Keith Gregory of Fergus Falls, Minnesota)

"Never enter a cave if it is breathing."  
(Russell Hall of Putnam, Connecticut)

"I think I can! I think I can!"  
(Rick Singh of Willingboro, New Jersey)

"Eat your heart out Conan!"  
(Tom Wichenheiser of Carleton, Michigan)



To all of the others who entered our contest, thank you and better luck next time.





# GRENADIER MODELS CONSUMER ORDER SHEET

## FANTASY LORDS

001	Dragons of the Emerald Idol	\$9.95
002	Skeletons-Raiders of the Undead	9.95
003	Elves of the Silvan Brotherhood	9.95
004	Monsters of Mythology	9.95
005	Knights, Fighters and Men-At-Arms	9.95

## ALL OF CTHULHU

501	Adventurers	9.95
502	Creatures	9.95

## RAGON LORDS<sup>TM</sup>

### Small Boxed Figure Sets

001	Wizards-Masters of Sorcery <sup>TM</sup>	7.00
002	Halfling Party <sup>TM</sup>	7.00
003	Dwarves Party <sup>TM</sup>	7.00
004	Hireling Crew <sup>TM</sup>	7.00
005	Fighting Men-The Warriors <sup>TM</sup>	7.00
006	Specialists-The Skilled Ones <sup>TM</sup>	7.00
007	Females-The Children of Diana <sup>TM</sup>	7.00
008	Thieves Den <sup>TM</sup>	7.00
009	Wizards Chamber <sup>TM</sup>	7.00
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011	Orcs of the Severed Hand <sup>TM</sup>	7.00
012	Subterranean Terrors <sup>TM</sup>	7.00
013	Adventurers of the Golden Quest <sup>TM</sup>	7.00

## RAGON LORDS<sup>TM</sup>

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001	Dungeon Adventurers	13.50
002	Dungeon Monsters	13.50
003	Fantasy Wilderness	13.50
004	Tomb of Spells	13.50

## ACTION ART<sup>TM</sup>

003	Mythological Creatures	13.50
004	Fantasy Fiends	13.50

## RAVELLER FIGURE SETS

001	Imperial Marines	9.95
002	Adventurers	9.95
003	Alien Animals	9.95

## SECRET AGENTS

001	Agents and Spies	9.95
002	Mercenaries	9.95

## PINNACLE COLLECT AND PAINT<sup>TM</sup> SETS

2201	Dinosaurs	\$12.00
2202	Fantasy Lords	12.00
2203	Fantasy Monsters	12.00
2204	G.I. Assault Team	12.00

## DARK CRYSTAL<sup>TM</sup> ADVENTURE COLLECTION<sup>TM</sup>

9001	Set #1	12.00
9002	Set #2	12.00

## MASTERS OF THE UNIVERSE<sup>TM</sup> PAINT AND PLAYSET<sup>TM</sup>

9101	The Raid of the He Man <sup>TM</sup>	12.00
9102	Battle Cat <sup>TM</sup> Attack	12.00
9103	Wind Raider <sup>TM</sup> Ambush	12.00
9104	Battle Ram <sup>TM</sup> Attack Force	12.00

## OGRE MINIATURES - 1/285 SCALE

For use with Ogre and GEV

6101	Ogre Mark V (1)	7.00
6110	Heavy Tank (4)	4.00
6111	Missile Tank (4)	4.00
6112	GEV (4)	4.00
6113	Howitzer (4)	4.00
6114	Mobile Howitzer (4)	4.00
6115	Light Tank (5)	4.00
6118	Command Post (2)	4.00
6122	Combine GEV (4)	4.00

## AUTODUEL MINIATURES - 1/180 SCALE

For use with Car Wars

6201	Vans (4)	4.00
6202	Pick Ups (4)	4.00
6203	Luxury Cars (4)	4.00
6204	Mid-Sized Cars (4)	4.00
6205	Compacts & Subcompacts	4.00
6206	Station Wagons (4)	4.00
6207	Cycles (10)	4.00
6208	Assorted Wrecks (4)	4.00
6209	Sidecars & Turrets (10)	4.00
6210	Armor Truck & Tanker Truck (2)	4.00

## INTRODUCTORY ADVENTURE GAMING

Large Boxed Sets

5007	Western Gunfighters	13.50
5008	Space Squadrons	13.50

Grenadier Bulletin 1 year subscription 2.00



# SURVEY TEAM: ALPHA

Last issue: Mike Reynolds and Ric Jones finished the repairs on the detector robot. They were just about to have their robo-servant make them each a martini, when their partner, Linda Carson, returned to the survey ship.

## PART TWO

"I wish all I had to do was have Servant One make me strange and exotic drinks." The voice they heard belonged to Linda Carson, and she now stood in the doorway where the robo-servant had been just moments before.

"Oh, Ah... that's not all we've been doing," said Mike, surprised to see her back so soon.

"I've got the infrared work from the ruins and the computers are enhancing it now. Let's go take a look at it," she said as she flicked her head to get her long, windblown hair out of her eyes. She then turned to walk towards the briefing room.

Mike and Ric followed her down the corridor, catching up to her as she stopped to slap some of the dust off of her work fatigues. Ric motioned to Thett, the robo-servant, who was taking their drinks towards the service area, to follow him. The three of them entered the briefing room, the robot trailing behind.

Once in the room, Linda moved to a console and gently pressed a few buttons in sequence. "If you two had been out there with me instead of hanging around the service bay ordering drinks, you might have seen something interesting in those ruins." She turned and approached the now lit view screen.

Mike was about to protest to her that he had been working on the detector 'bot all afternoon. Realizing it would be futile, he slumped into a chair. With drink in hand, he waited to see what his friend and business partner had seen in the ruins.

The screen showed an enhanced picture of, what appeared to be, several square miles of sub-surface ruins. There was a very definite geometric pattern to them, indicating an advanced intelligence was behind their construction.

"I think this deserves further investigation", said Linda, as she turned to face the others.

Mike looked at her and replied in a rather weary tone, "You realize, that we were only hired to map this planet for future colonization and industrial use. Who cares about the ruins of a long dead civilization? They have been noted and logged, let's move on to the next site".

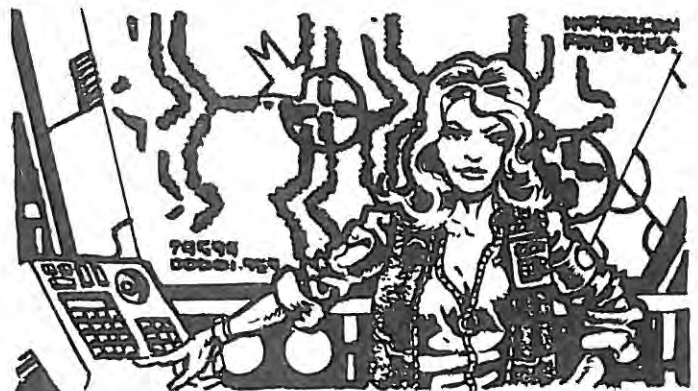
"I knew you would say that," said Linda. "That's why I saved this data tape for last."

Her fingers depressed several buttons on the console, and the image magnified on the screen, shifting to an infrared mode. The two men leaned forward in their chairs as they looked at the new projection. There was a definite heat source in the center of the ruins.

"That changes everything," said Ric, as he got up from his chair and walked toward the view screen. "We have to check it out Mike, you know that."

"Yeh, I know," replied Mike, "but it's probably geo-thermal in origin."

"Not with the energy readings I took," said Linda, as she handed Mike the recorder. "It's steady, strong and definitely not a natural energy source."



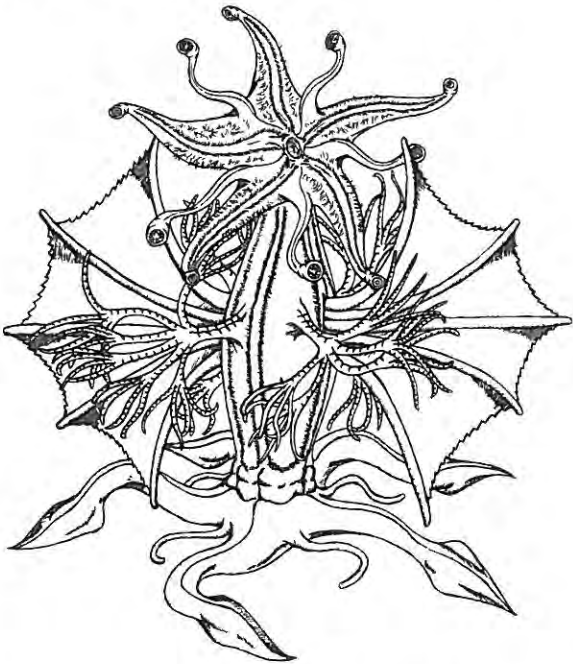


# OLD ONE FINALE

Since I've worked for Grenadier Models, I've had numerous assignments. One of the most enjoyable was to determine the winners in the "Old One" drawing contest. This meant that I had to study seventy-two renditions of these alien beings. Most of the submissions were of a beastly, disgusting, malicious and loathsome nature. In other words, they were perfect.

Of course, I had to pay a price for all of this pleasure. Since I have gazed upon these drawings, I have seldom blinked and frequently sleep in well lit, rounded rooms. But I'm getting better. A local doctor has been very helpful. I haven't barked at the moon in almost a week, and I haven't bitten a mailman since November 3rd. The doctor predicts a complete recovery by the year 2010.

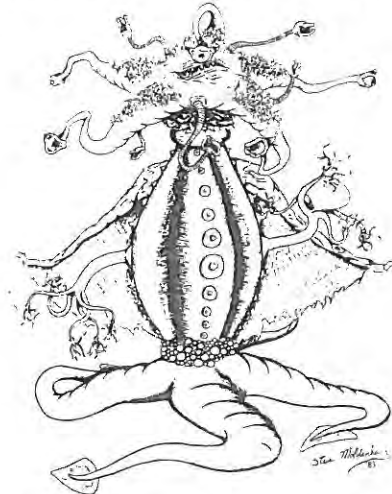
In one of my saner moments, I was able to select the winners of the contest. Judging was based upon originality, artistic ability and faithfulness to the spirit of and descriptions in Lovecraft's works. The results are below:



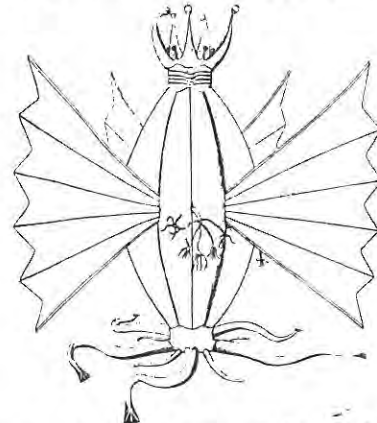
First place went to David Bassett of Troy, New York for the above work of art. I was impressed by David's detail and realism. David will receive three autographed figure sets from our Call of Cthulhu<sup>TM</sup> line. (For those of you who say that there are only two sets in the series, wait until 1984.)



Second place went to Edward A. Trout of Greenfield, Indiana for this eerie and memorable masterpiece. Edward will receive two Call of Cthulhu sets of his choice and our congratulations.



Third place went to Steve Moldenhauer of Bethel, Minnesota. His rendition is detailed and very, very original. Steve will receive the figure set of his choice.



Fourth place went to Dave Munier of Scottsdale, Arizona. Dave's drawing is clear, crisp and true to Lovecraft's description. Dave will receive the figure set of his choice.

# THE ADVENTURES OF SAM CLUB: THE HAUNTING TALE



In the last episode, our heroes had just learned the truth about the haunting of the Lovecraft house. Apparently, the evil Dr. E. Homer Fomer had been scaring people away from this suburban Chicago residence so that he could complete his diabolical project. In the subterranean caverns beneath the Lovecraft abode, the mad professor was using the legendary Cthulhu Kazoo to summon and control an army of deep ones from Lake Michigan. With these "lizard-like legions", the sinister scientist hoped to conquer the surface world.

At this moment, the newly found knowledge was not helping our two champions of good. They had more pressing problems on their minds and on their throats. Sam Club, the less than legendary Chicago private investigator, was locked in a life or death struggle with one of the doctor's "water warriors". Between the two combatants, Sam was finishing a distant third. The webbed fingers of the aquatic beast were sinking ever deeper into the soft flesh of our hero's neck. Sam's prognosis was, at best, grim.

In another part of the room, Bruce Mallony, the semi-retired boxer in the rabbit costume, was exchanging punches with Dr. Fomer. As surprising as it may sound, Bruce was doing rather well. (It was a shame that Bruce's two fans were missing this.) Needless to say, Bruce would eventually lose. He always did.

The fate of mankind is resting in the hands of Sam Club and Bruce Mallony. Unfortunately, these were four very shaky hands.

## PART 5

Those clammy, scaled hands felt like vices as they cut off my air supply. It was just about time for the "big sleep", and there was nothing I could do. Believe it or not, it was Dr. Fomer who finally saved my life

"Let him go Rivett," bellowed the paranoid professor, "You must retrieve my precious kazoo!"

(The monster's mother must have been a good judge of character. The deep one looming over me looked like a Rivett.)

Apparently the scientist had dropped his kazoo during his fight with Bruce, and he wanted it back more than he wanted me dead. As the "webbed wonder" let go of my throat, I saw the wooden shape of the instrument roll across the room.

"Bruce, don't let them get it," I yelled as soon as I was able to talk.

The race was on! Bruce had the early lead, but he lost it when Fomer grabbed him by the tail and held him in place. At that point, my "aquatic adversary" passed Bruce and closed in on the summoning device.

Desperate men do desperate things. I took my empty revolver and threw it at Rivett. It should be noted that I throw under pressure as well as I shoot under pressure. In other words I missed, but I did hit the moving kazoo. The instrument of musical malice changed directions and rolled under Bruce's foot. The sound of splintering wood filled the room. Civilization, as we know it, had been saved by Bruce's large and lucky rabbit's foot. As Fomer stared at his shattered dreams, Rivett was on his knees picking up the wooden pieces.

In a true heroic fashion, I leaped into action, grabbed Bruce by one of his long floppy ears and pulled him toward the door. To my surprise, Mallony seemed reluctant to leave. He was busy apologizing to Fomer and expounding on the wonders of glue.

Before we reached the door, the professor looked up at us and said, "We'll meet again." The cold chills of a sequel went up and down my spine as we ran out of the room.

We quickly notified the police, but Fomer and Rivett had made their escape prior to their arrival. Subsequent searches of the area and Lake Michigan turned up nothing more substantial than several amazing fish tales. The villains, like the fish, had gotten away. I know that they are out there and I know that we will meet again, but at least we had ended the haunting of the Lovecraft home.

Later that evening, I asked Bruce why he was wearing the rabbit costume. His response was, "What rabbit costume?" It's a good thing that I threw my gun away!

# JOHN DENNETT'S

## CREATURE FEATURE



### THE CORROSION CREEPER

Found only in subterranean places, this animal with its snail or slug-like shape, is not a true member of the mollusk family and yet exhibits several of their traits. For instance, it moves in a similar fashion with an undulating roll of the body for locomotion, and the projections of stingers upon its head are not unlike the eye stalks of snails. However, here the similarities stop, for the entirety of the body is covered in thick beaded scales.

From the base of its skull to the tip of its tail, these scales vary in size and form unique patterns. Most notable are a pair of large scales circled by several rings of smaller scales located on its lower back. These patterns are divided by a series of spikes (4 in all) which protrude from the center of the widest portion of the creature's back. When under attack or pursuing food, these spikes can be stiffened at will and forced to secrete a form of perspired spray which has a corrosive effect on metal. From this unusual feature, the corrosion creeper derives its name.

The creeper's head consists of a pair of eyes, a mouth, a set of gills and two stalks tipped with sting pods.

This creature will enter a sleep phase once every 4 days. This phase lasts about 12 hours during which time the glands producing the corrosive liquid replenish the empty spike chambers. Once awake the creeper will crawl effortlessly along cave walls, ceilings and floors, seeking mineral deposits upon which to feed.

The odor given off by the creeper is somewhat like damp rust and rotting wood. This stench is made all the more foul by an excrement of waste matter sometimes left in a trail of blue slime.

Colors of the Corrosion Creeper are as follows:

Body Scales - rust colored back with a lighter underbelly.

Spikes and Stalks - black at tips gradually blending into rust at the bases.

Back Patterns - color varies from creature to creature but usually has gold, green, and orange rings; the larger center scales are usually the color of the creatures underbelly.

Eyes - pale blue with green pupils.

SIZE: Adult 4' tall (at spikes) x 12' long; 300 lbs.

HIT POINTS: 16-50

EXPERIENCE LEVEL: 3

BODY DEFENSE: Thick bead-like scales comparable to good chain mail. Soft underbelly similar to reinforced leather.

SPECIAL DEFENSE: (1) High pitched whine summons others of its kind which may be in the same general area (2) Will flee from water and the smell of poisons.

ATTACK POWER: Bite: 1-6 sided D.P.D. +1

Sting: 1-4 sided D.P.D. Corrosive Spray: 1-4 sided D.P.D. (if breathed into lungs).

SPECIAL ATTACK: (1) Bite can be used 1 time per attack phase. (2) Each feeler will attempt to sting once per attack phase. (3) Creature may spray once every 3 attack phases. (4) Corrosive spray covers an area approximately 48' around the creeper's body. A person within this radius has a 30% chance of inhaling spray. Non magical metal items have a 50% chance of being affected. Such affected items will disintegrate within 1 hour.

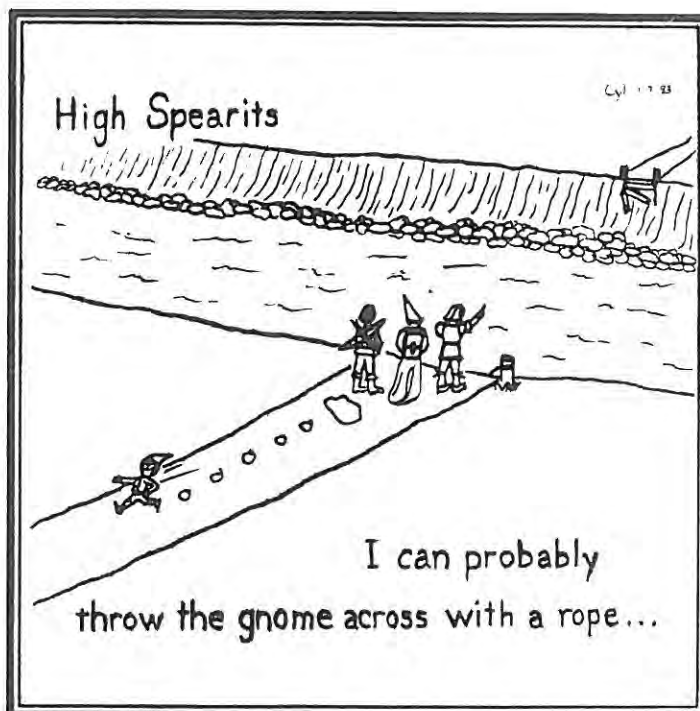
TREASURE: None

HABITAT: Caves, caverns, underground tunnels etc.

MOVING SPEED: Slow, moves about the speed of a human walk

NOTES: (1) Feeds off metallic items by spraying them first with a softening liquid. Metal begins to corrode within moments. When metal is encrusted the creeper will begin to feed off of the corroded layers. (2) Corrosive spray is expelled from 4 spinal projections. (3) May travel alone or in groups up to 5. (4) Is able to rear up on its tail in close combat in order to sting and bite high on an opponent.

\*(D.P.D. = Dice Points Damage)





# FOOTNOTES

1. For those of you who enjoy watching your characters fly, throw spider webs, ignite at will, catch bullets with their teeth or throw automobiles, do I have news for you! Grenadier Models recently obtained the license to manufacturer and sell the official Champions<sup>TM</sup> figure line.

Champions<sup>TM</sup> is the spectacular super heroes role-playing game by Hero Games. This system enables you to create some incredible and memorable characters and use them in a titanic struggle against equally powerful foes. The game is a lot of fun, and our 25mm castings will only enhance your enjoyment. The first two sets, Super-Heroes and Super Villains, will be available early next year.

2. Due to situations beyond our control, G.B. #10 was mailed several weeks behind schedule. For that reason, we will extend our deadline for the "Name Game" from November 10th to February 1st. We are sorry for the inconvenience.

3. If you liked this issue of the Grenadier Bulletin, you'll love the next one. G.B. #12 will be fantastic. Within the

pages of that publication, one will find part three of Gary Pilkington's "Survey Team Alpha"; a Pennsylvania Smith adventure by Ron Shirtz; reviews of our new "Fantasy Lords: Knights, Fighters and Men At Arms" figure set and our two new Traveller releases; an unusual Creature Feature and our regular features. It kind-of takes your breath away, doesn't it?

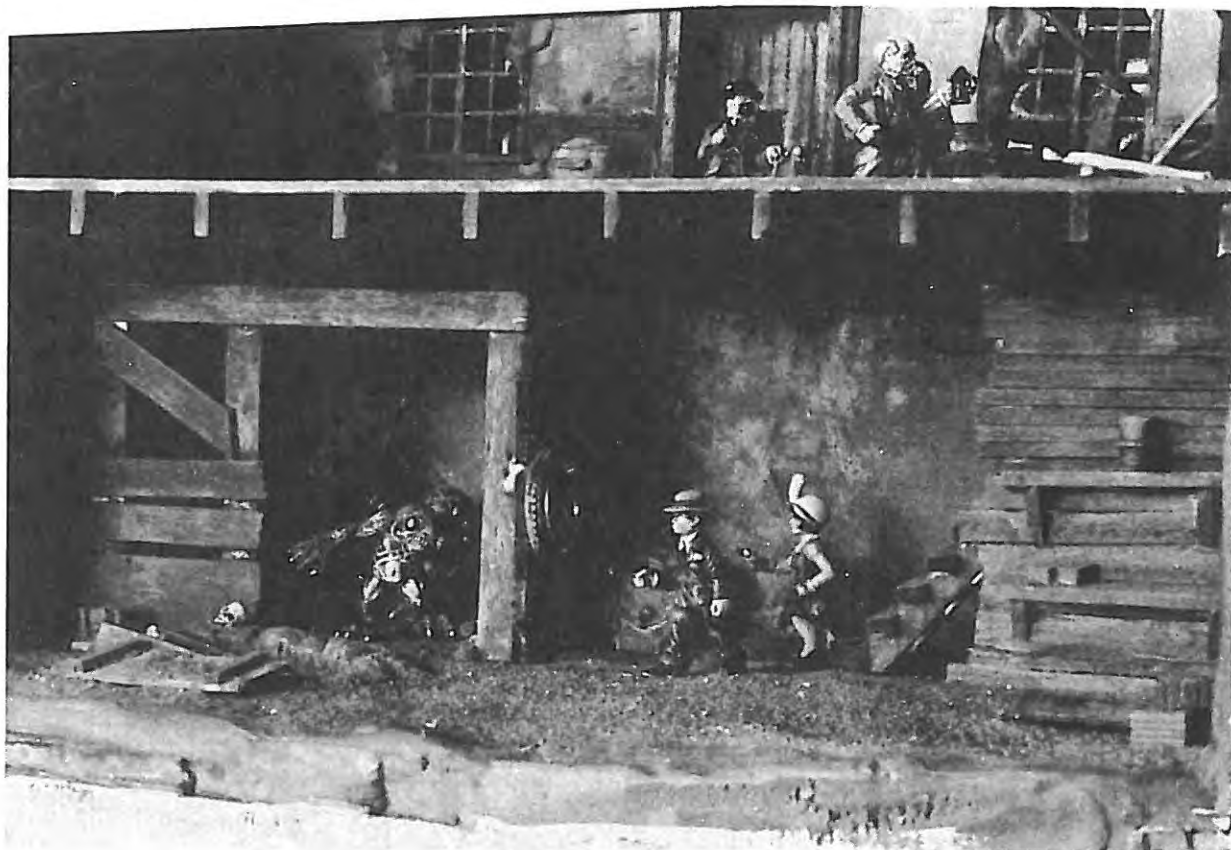
4. Our "Fish Bowl Contest" produced quite a stir at Grenadier and at the nearby post offices. There were over 1,497 entries. To our surprise, no one guessed the correct number of deep ones residing in the bowl. Three contestants were only one number off. Since we have a 3 way tie, the winner of this "design your own figure contest" will be determined in a random drawing on December 3, 1983. The drawing will take place at the Compleat Strategist in 33rd Street in New York City. The results will appear in our next newsletter.

5. REMEMBER THAT YOU MUST SUBSCRIBE TO THE G.B. IN ORDER TO RECEIVE NEXT YEAR'S ISSUES. WE HOPE TO HEAR FROM YOU SOON.

## JREKK BY BRUCE BRACHMAN



The diorama in this photo is one of many which graced our twenty-foot long display at Origins '83. To create such an elaborate exhibit required a lot of work and effort, but we are glad that we did it. A lot of people seemed to enjoy our display, and we even won a special award for having the "Best Booth" at Origins '83. Once again... **GRENADIER MODELS GOES THE EXTRA MILE.**



**G**renadier Models<sup>TM</sup>

Price & Pine Sts.  
Holmes Industrial Center  
Holmes, PA. 19043



# THE GRENADIER BULLETIN # 12



The Newsletter from Your Figure Company I

## GRENADIER'S NEW ADVENTURE MODULES

1984 could be a banner year for Grenadier Models. Our two newest boxed figure sets, Monsters of Mythology and Knights, Fighters and Men-At-Arms, were well received all over the country, and we have equally high hopes for our two most recent projects.

One of those projects is the creation of a new line of "blister pack" figures. This new collection contains monsters and men that are equal in quality to anything on the market today. In G.B. #13, we will review the castings found in the first twelve releases.

The other project involves our new "Adventure Module" series. Each of these publications contains complete scenarios for use with one or more of the popular role-playing systems, which are presently available. These modules were designed with the game masters in mind. The numerous charts, maps and easy to follow text will prove helpful. The first four books will be released in late February, and they are only the beginning. There will be others!

The Horrible Secret of Monhegan Island has two action-packed scenarios by Gary Pilkington for use with Chaosium's Call of Cthulhu<sup>TM</sup>. The beginners' scenario takes place in the woods of Maine, an eerie environment at best. In the other adventure, players investigate the disappearance of Sara Goodwin on Monhegan Island. Both undertakings are exciting and challenging. Sir John Steele, my alter ego, survived both adventures and will be as good as new in a year or two.

Raid On Rajallapor is another module designed by Gary Pilkington. This one was developed for use with Blade's Mercenaries, Spies and Private Eyes<sup>TM</sup>, although it can be adapted for use with other contemporary role-playing systems. In the primary scenario, players act as mercenaries and raid a heavily guarded estate in northwestern India. The objective is to steal a valuable statue. The rewards are quite high, but the risks are great. This mission is not for timid characters. As a special bonus, this book also contains a solitaire spy adventure.

Disappearance on Aramat is a complete adventure for use with G.D.W.'s Traveller<sup>TM</sup> system. In this module, the players are presented with a seemingly routine situation. They are being paid to find a missing archeologist on a peaceful and uninhabited planet. But things are not as they seem to be...

Last but not least is Cloudland. This fantasy adventure was written by Tony Fiorito, a coauthor of Chaosium's Borderlands<sup>TM</sup>. This module is suitable for use with Tunnels and Trolls<sup>TM</sup>, Advances Dungeons and Dragons<sup>TM</sup> as well as other fantasy systems. Cloudland is a large surface and subterranean complex loaded with magic and excitement. We guarantee you that players will die for a chance to explore its many secrets.

These adventure modules also feature the art work of Martin Kealey, Flint Henry and John Dennett.



## LA CASTING MACHINE



In the above photograph, you will notice two machines used in the production of metal figures. This prominent pair are the smelting pot and the casting machine. Their sage and effective use is crucial to any figure company.

The smelting pot is used to heat the metal alloy so that it will pour and settle properly. The necessary temperature for the metal varies depending upon the complexity of the figure being cast. Our metal is usually heated to a temperature between 500° and 700° Fahrenheit.

The other apparatus in the photo is a casting machine. This is the backbone of a miniature company since it mass produces the figures that they sell.

The first step in using the casting machine is to secure the mold into the machine's base. This is done with air pressure and a large, locking, metal cap. The mold is then spun at a speed of 250 to 500 revolutions per minute while molten metal is poured through a funnel on top of the machine. The spinning mold creates centrifugal force, which pushes the metal through gates, grooves in the molds, and into the casting cavities. The process usually takes between thirty seconds and one minute.

The molds are then removed, cooled and taken apart to release the figures. The castings are sorted by type and moved in to the assembly area. An experienced caster can produce two to three thousand quality figures in a day depending on the miniature's size and complexity.

## II DRAGONS II

From March of 1984 until February of 1985, Grenadier Models will release no less than twelve superbly crafted, unique and fascinating dragons. In other words, Grenadier will be offering you a new dragon each and every month for an entire year. This means that there will soon be twelve more reasons why gamers fear your dungeons, twelve more reasons why your miniature collection is the best around and twelve more reasons why Grenadier's figures are the best.

We will also be releasing a special edition of the reptilian rascals as part of our "Jeweled Dragon Series". This collection will feature the dragon of the month with a custom designed base. The base will bear the name of the creature and will contain a magnificent altar topped with a glittering replica of the appropriate jewel. March will feature our Diamond Dragon. Future releases include our Ruby Dragon, Emerald Dragon, Diamond Dragon and Sapphire Dragon.

At the end of each month, the featured dragon will become part of our new blister pack line and the special base will be discontinued. There will also be a special bonus offer for consumers who purchase all twelve beasts. For that reason, we urge you all to keep your proof of purchase symbols.

The next issue of the G.B. will provide you with more information as well as photos of March and April's dragons.

---

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Ron Shirtz

Survey Team Alpha -

Gary Pilkington

Special Thanks -

Gary Pilkington

# GRENADIER GIVES YOU TOMORROW - TODAY

Since the writing of the last G.B., Grenadier Models has released two more Traveller™ figure sets to accompany our Imperial Marines on their interstellar porties. One of these collections features twelve superbly crafted human castings, and the other set contains nine alien creatures that will test the courage and cunning of our castings and your characters. The outstanding cover art on these boxes was done by the one-and-only Jay Rubin, and both sets also contain introductory scenarios by Gary Pilkington. I was particularly impressed by the scenario ideas found in the "Alien Animals" collection, and I am as discriminating as I am handsome).

The twelve human castings, found in the "Adventurers" set, were sculpted by Andy Bernak. Andy seems to have a real feel for galactic gaming. These figures represent almost every imaginable character type including government officials, ship technicians, belters, mercenaries and ship officers. Their attire and weaponry also show unusual diversity. Do you realize that two castings even represent left-handed adventurers. The only thing that these figures have in common is their readiness for action.

In our "Alien Animals" collection, John Bennett has succeeded in creating nine extraterrestrial delights. Seven of these castings represent fascinating creatures from G.D.W.'s vast library of Traveller™ related materials. These beasts from beyond include the Bush Runner, Tree Kraken, Sea Bear, Crested Jabberwork, Daglshark, Floodvark with human guard, and Kian with human rider. The other two alien animals, the Grantheudom and the Grass Dog, are the products of the combined talents of John Bennett and Gary Pilkington. Both creatures appear in Disappearance on Aramat, our new Traveller™ module. Much to the discomfort of the players, all of these castings portray the realism, details and rigidity that one associates with John Bennett's work.

Grenadier will release the fourth set in the Traveller™ series later this spring. This set, "Alien Mercenaries", will be as awesome as the others. When it comes to making science-fiction figures, we reach for the stars.



## THE RESULTS OF OUR FIRST 'DESIGN YOUR OWN FIGURE' CONTEST



Last summer we announced our first "design your own figure contest," and the results were pleasantly surprising to say the least. The one gallon tank filled with Deep Ones was quite a popular sight at East Con and Origins '83. Evidently, it also created quite a stir among our readers since we received over 1,497 responses. (We are still waiting for our thank you note from the U.S. Postal Service).

One of the most unusual aspects of the contest was the incredible diversity in the answers. For example, the lowest guess (or precise, scientific calculation) was 46, and the highest was 3,920. Another unusual aspect was that no one selected 595. This came as quite a shock to us since 595 was the correct answer.

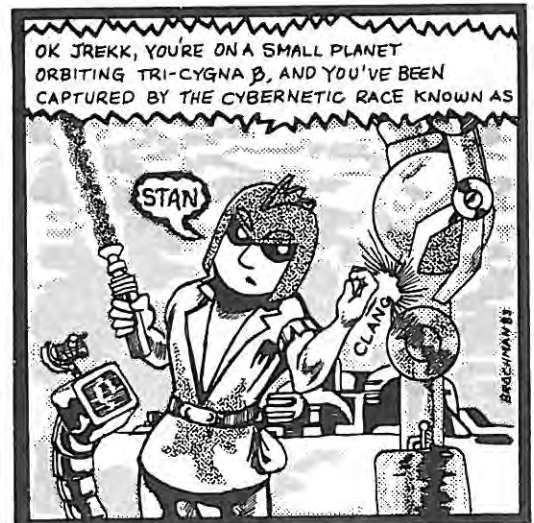
Yet, this does not mean that some contestants were not close to the magic number. Three individuals submitted answers that were only one away from 595. To determine the winner, we conducted a drawing at the Compleat Strategist's New York store. The winner was Keith Gregory of Fergus Falls, Minnesota. Our art department will soon begin work on the prize, a custom-made, human sized 25mm figure to meet Keith's personal specifications.

The two individuals who tied Keith were Brian Purdy of Olympia, Washington and Brian Freedman of Fairbanks, Alaska. Both gentlemen may select any two figure sets from our Consumer Order Sheet as their prize. Please, write to me and tell me what you would like.

We were also going to award five honorable mention awards to five contestants, whose entries were within five of the correct answer. As odd as it may sound, exactly five people qualified for this award. They are Ed Walsh of Greenfield, Wisconsin; James McChesney of Redding, California; Nicholas Bunback of Brooklyn, New York; Todd Myers of Middletown, Ohio; and Phil Gutierrez of Columbus, Ohio. All five individuals may select one figure set from our Consumer Order Sheet as their prize.

To all the winners, congratulations! To the others, thank you and don't give up. There will be many more contests in future issues of the G.B.

### JREKK By BRUCE BRACHMAN







# GRENADIER MODELS CONSUMER ORDER SHEET

## FANTASY LORDS

6001	Dragons of the Emerald Idol	\$9.95
6002	Skeletons-Raiders of the Undead	9.95
6003	Elves of the Silvan Brotherhood	9.95
6004	Monsters of Mythology	9.95
6005	Knights, Fighters and Men-At-Arms	9.95

## CALL OF CTHULHU

6501	Adventurers	9.95
6502	Creatures	9.95

## DRAGON LORDS<sup>TM</sup>

Small Boxed Figure Sets		
2001	Wizards-Masters of Sorcery <sup>TM</sup>	7.00
2002	Halfling Party <sup>TM</sup>	7.00
2003	Dwarves Party <sup>TM</sup>	7.00
2004	Hireling Crew <sup>TM</sup>	7.00
2005	Fighting Men-The Warriors <sup>TM</sup>	7.00
2006	Specialists-The Skilled Ones <sup>TM</sup>	7.00
2007	Females-The Children of Diana <sup>TM</sup>	7.00
2008	Thieves Den <sup>TM</sup>	7.00
2009	Wizards Chamber <sup>TM</sup>	7.00
2010	Horrors of the Marsh <sup>TM</sup>	7.00
2011	Orcs of the Severed Hand <sup>TM</sup>	7.00
2012	Subterranean Terrors <sup>TM</sup>	7.00
2013	Adventurers of the Golden Quest <sup>TM</sup>	7.00

## DRAGON LORDS<sup>TM</sup>

Large Boxed Figure Sets		
5001	Dungeon Adventurers	13.50
5002	Dungeon Monsters	13.50
5003	Fantasy Wilderness	13.50
5004	Tomb of Spells	13.50

## ACTION ART<sup>TM</sup>

8003	Mythological Creatures	13.50
8004	Fantasy Fiends	13.50

## TRAVELLER FIGURE SETS

1001	Imperial Marines	9.95
1002	Adventurers	9.95
1003	Alien Animals	9.95

## SECRET AGENTS

3001	Agents and Spies	9.95
3002	Mercenaries	9.95

## INTRODUCTORY ADVENTURE GAMING

Large Boxed Sets		
5007	Western Gunfighters	13.50
5008	Space Squadrons	13.50

## DARK CRYSTAL<sup>TM</sup> ADVENTURE COLLECTION<sup>TM</sup>

9001	Set #1	12.00
9002	Set #2	12.00

## MASTERPIECE EDITIONS<sup>TM</sup>

5501	War Mammoth of the Undead Legion	9.95
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## PINNACLE COLLECT AND PAINT<sup>TM</sup> SETS

2201	Dinosaurs	\$12.
2202	Fantasy Lords	12.
2203	Fantasy Monsters	12.
2204	G.I. Assault Team	12.

## MASTERS OF THE UNIVERSE<sup>TM</sup> PAINT AND PLAYSET<sup>TM</sup>

9101	The Raid of the He Man <sup>TM</sup>	12.
9102	Battle Cat <sup>TM</sup> Attack	12.
9103	Wind Raider <sup>TM</sup> Ambush	12.
9104	Battle Ram <sup>TM</sup> Attack Force	12.

## OGRE MINIATURES - 1/285 SCALE

For use with Ogre and GEV

6101	Ogre Mark V (1)	7.
6110	Heavy Tank (4)	4.
6111	Missile Tank (4)	4.
6112	GEV (4)	4.
6113	Howitzer (4)	4.
6114	Mobile Howitzer (4)	4.
6115	Light Tank (5)	4.
6118	Command Post (2)	4.
6122	Combine GEV (4)	4.

## AUTODUEL MINIATURES - 1/180 SCALE

6201	Vans (4)	4.
6202	Pick Ups (4)	4.
6203	Luxury Cars (4)	4.
6204	Mid-Sized Cars (4)	4.
6205	Compacts & Subcompacts	4.
6206	Station Wagons (4)	4.
6207	Cycles (10)	4.
6208	Assorted Wrecks (4)	4.
6209	Sidecars & Turrets (10)	4.
6210	Armor Truck & Tanker Truck (2)	4.

## FANTASY LORDS BLISTER CARDS

101	Adventurers	2.5
102	Demons	2.5
103	Frost Giant	2.5
104	Searcher of Souls & Writhing Crusher	2.5
105	Werebear, Rat & Boar	2.5
106	Skeleton Cavalry #1	2.5
107	Skeleton Cavalry #2	2.5
108	Goblins	2.5
109	Orcs	2.5
110	Casualties	2.5
111	Monks	2.5
112	Treasure	2.5

Grenadier Bulletin 1 year subscription	2.0
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## CHAMPION<sup>TM</sup> MINIATURES

4001	Super Heroes	9.
4002	Super Villains	9.



# SURVEY TEAM : ALPHA

Last month: Ric, Mike and Linda found an unexplained heat source on the planet they were surveying. After a brief argument, they decided to investigate it.

## PART THREE

Ric finished loading the last of the survey gear into the air-raft and turned to look for "Rhett", the robo-servant. As he turned to shout its name, he had to do a quick side step to keep from tripping over the robot, which was standing silently behind him.

"I wish you wouldn't just roll up behind me unannounced," Mike said, as he walked around the air-raft checking to be sure that all of the gear was secure.

"I am programmed not to disturb any working human," came the reedy, electronic reply. "You were..."

"No further explanation needed Rhett," Ric said, cutting off the robot. "I want you to find Mike and tell him to activate the security-'bot".

"Affirmative," replied the robot as it rolled back toward the ship.

Ric punched the flight co-ordinates into the air-raft's computer key pad. He then turned on the motors in preparation for their trip to the survey site.

He dropped down from the idling air-raft in time to see Mike walking towards him. Trailing behind Mike was the security-'bot.

"Don't you just love these things," said Mike, as he gave the 'bot a friendly pat on its fusion gun. "I feel like a kid on the Fourth of July every time I get a chance to test fire one of these things."

"What is the Fourth of July?" asked Mike as he walked over to the hovering security-'bot to check its weaponry.

"It's an old terran holiday," replied Mike. "People used to shoot off fire works and all kinds of noise makers, you know?"

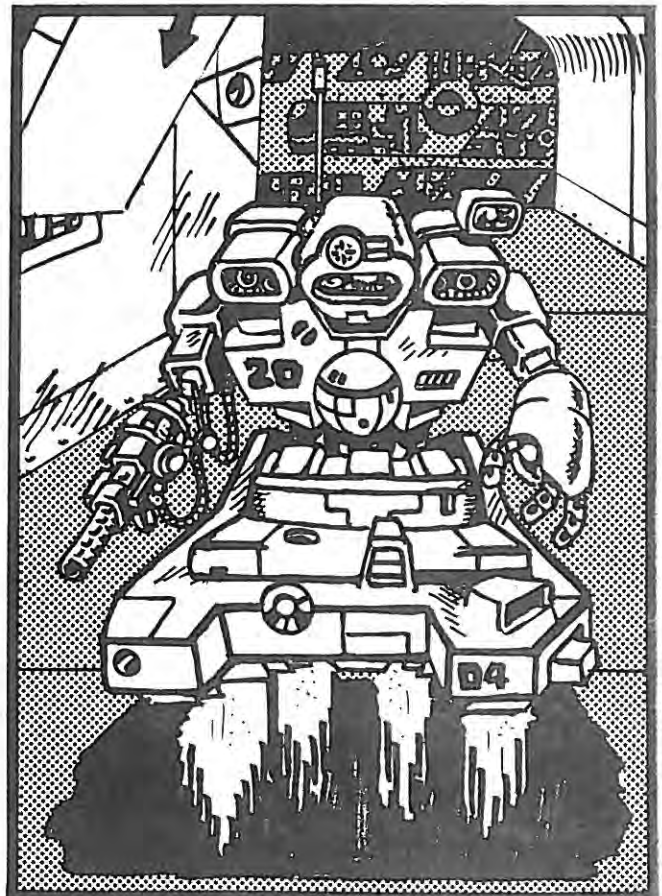
"Actually," said Ric, "there weren't many terran holidays retained by the colonial government on Alpha Omicron IV. I grew up without the benefit of many Fourth

Mike smiled and shook his head as Ric prepared the security-'bot for its test firing. Both men stepped back as Ric rigged the voice link to the 'bots computer. Military men might trust a security-robot's target selection program, but Mike and Ric both preferred to have full control over the robot's powerful armaments.

"30 right, Elevate 4°, Lock, Fire!" said Mike in a quick cadence.

The robot turned, executed the orders in rapid succession and discharged its weapon. A searing bolt of blue-white light streaked toward the horizon accompanied by a ripping, sizzling noise. It impacted on an upright slab of rock 300 meters away. The rock immediately shattered into a thousand pieces with a loud, rumbling explosion.

Both men smiled with satisfaction, convinced that the security-'bot could deal with any threat they might face.





An Excerpt From The Journals Of

# PENNSYLVANIA SMITH



I carefully groped my way through the dark passages of the pyramid. The beam of my flashlight was all but absorbed by the encircling gloom. Descending ever deeper, I could sense the very walls close in about me, as if to suffocate me with their massive presence.

As I continued, I asked myself what I was doing stumbling about in this triangular tomb of near forgotten antiquity? "To look for the Rod of Sharmon", came the voice of Dr. Wezel to my mind. "Legend has it that the rod was created to replace the serpent rods of the court magi, which had been devoured by the snakestaff of Moses. The Rod of Sharmon was supposedly entombed with the Pharaoh upon his death as a symbol of his former power."

My personal reflections were suddenly interrupted by a blinding burst of flame

erupting from the walls around me. As my eyes recovered from the flash, I was shocked by what I saw. The hall was lit up by rows of mysteriously burning torches. At the end of the hall lay the Pharaoh's golden sarcophagus illuminated by the blazing lights.

Cautiously, I approached the elaborately carved coffin. On top, lying lengthwise, was a polished wooden stick. It measured about a meter long and had a gold serpent device attached to one end. I touched it gingerly with my forefinger. Nothing. Heaving a sigh of relief, I grasped the rod with both hands and lifted it up triumphantly.

Instantly the wood became animated in my grasp and I found myself face-to-face with a living, hissing Aspl! Fortunately, 3,500 years of hibernation had slowed his reflexes, while a rush of adrenalin speeded up mine. In a single sweeping motion, I threw the serpent on the ground and whipped out my .38 Smith and Wesson. The gun proved to be unnecessary, however, as the impact of hitting the stone floor had reverted the snake back into a harmless rod.

Examining the rod for damage, I noticed several minute hieroglyphics engraved upon it. Translating the symbols gave me the secret to handling the rod safely. It read simply: "DON'T SQUEEZE THE SHARMON!"

---

## CHAMPIONS PREVIEW



## WITH OUR KNIGHTS - YOU CAN GAME ALL DAY

About a year ago Andy Chernak, president of Grenadier and one of its sculptors, began work on the "Call of Cthulhu" adventures. For some reason, he began to experiment with different sculpting materials and techniques. The rest is history. Grenadier began its incredible metamorphosis. Compare our recent releases to our older works and you will notice the difference. It is hard to believe that they were created by the same hand.

The latest "Fantasy Lords" set, Knights, Fighters and Men at Arms, may be Andy's best work to date. This collection of ten footmen and a mounted knight is without equal in the hobby today. Their richness of detail (as illustrated by the intricate shield designs) is only surpassed by their life-like animation.

Another noteworthy aspect of this set is that the armor, barding, helmets and weapons are all historically accurate. Knights of late Middle Ages would be dressed and armed in this manner. Since we are on the subject of arms, notice the variety of weapons represented. These include swords, pole-arms, mace, two-hander, battle axe, war axe, cross-bow and the unusual "thrusting-hammer".

The set also contains extra weapons and shields, helmet crests that can be added to various head pieces, and a starter scenario by Gary Pilkington. The back sheet even has my name on it (another touch of class). When people start talking about the best miniatures released in 1983, keep this set in mind.



### High Spearits



Cyl 11/83

Practice, practice, practice.

Due to situations beyond our control, this will be the last free issue of the Grenadier Bulletin. Starting with G.B.#13, we will have to charge a nominal fee for our newsletter. A yearly subscription, six issues, will cost \$2.00. (Some companies charge that much for one of their catalogues.) A subscription can also be obtained free of charge with a direct mail order of ten dollars or more. For more details, consult the Consumer Order Sheets within this publication.

Our contests, stories, painting hints, figure reviews, cartoons, creature features and hobby news articles are not necessary to maintain life. We are sure that you could live without the G.B. We just don't know why you would want to!

# CAR WARS CONTEST!

In some previous issues of the G.B., we had contests which asked you to draw a picture of one kind or another. In other issues we asked for captions to go along with specific drawings. For this contest, we would like you to merge both talents. We would like you to send us cartoons, but not just any cartoon. We want Car Wars Cartoons. <sup>TM</sup>

You remember Car Wars<sup>TM</sup>. It is that classic game by Steve Jackson. It is the game that gave new meaning to the phrase "drive defensively". What other simulation enables you to run down motorcycles at will, throw bombs at road hogs and level city blocks with swerving trucks? What we have here is real entertainment, but can you capture the game's spirit and humor? Only time will tell.

Here are the ever popular rules.

1. All entries must be line drawings on white stock paper. Please use ink not motor oil.
2. Entries may contain as many as three incredibly funny panels, and they may be no larger than 10" X 11". (If you have a larger piece of art, save it for our mural competition.

3. Please write or type your name and address neatly on the back of each submission.
4. All entries must be original works.
5. As always, entries will not be returned.
6. Your cartoons must reach me at my small desk, which is very old, located in a dark corner near a draft, prior to June 20, 1984.

Here are the even more popular prizes.

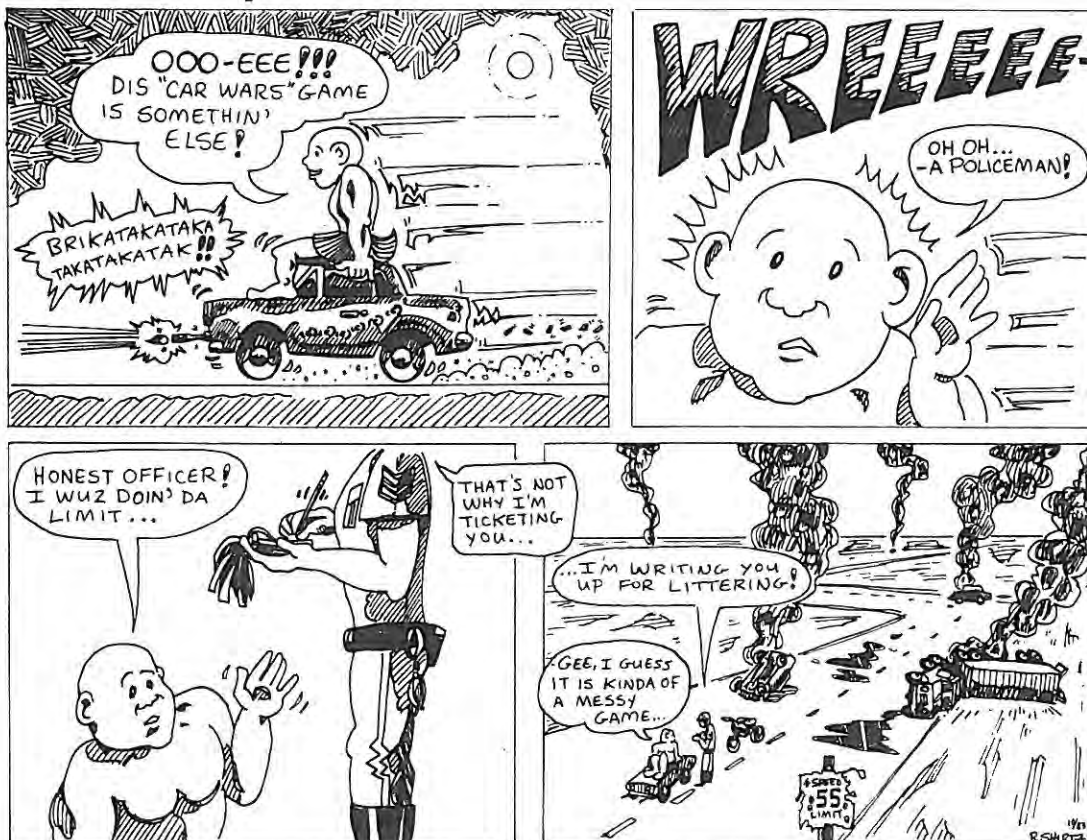
The author of the "first place cartoon" will receive six Autoduel Miniature sets of his or her own choosing. The individual who places second may select any four Autoduel sets. Third, fourth and fifth place finishers may each choose two sets!

Ladies and Gentlemen, start your pens! Upon completion, send your entries to:

Car Wars Contest  
C/O Grenadier Models  
Price & Pine Streets  
Holmes, PA 19043

P.S. The editor would like to thank James Hencerling of Center Point, Texas. James' outstanding drawing of a "motorcycle marauder" served as my inspiration for this contest. Thanks!

## "CROINK" by Ron Shirtz





# THE WAR MAMMOTH

## EAT YOUR HEART OUT HANNIBAL

Those of you who have seen Gary Pilkington's modules or have played in a game with this imaginative referee, know that he is a very talented individual. But I bet that you don't know just how talented he really is. For example, did you know that Gary has the ability to travel through time and dimension?

For those of you who don't believe me, have no fear. You are not alone. I used to be an unbeliever in Gary's claims, but I've changed. Recently, Gary returned from one of his "exotic excursions" with some incredible souvenirs including two black and white photos and an obviously ancient document. Mr. Pilkington was gracious enough to allow us to reproduce all three relics on this page. Gary even provided me with a translation of the document in question. (I told you that he was talented.)



...our surprise when they first appeared. The boney remains of several Mammoths were actually striding across the grassy field toward our army. A wooden "box" was strapped to each of the Mammoth's backs, each of these boxes held several skeleton archers. Once the archers were within range, they began to rain arrows down upon our heads in a shower of death.

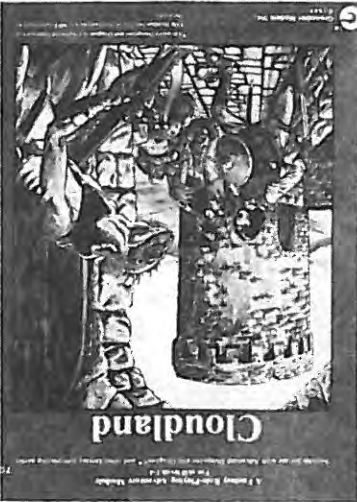
The skeleton Mammoths continued their slow, steady and somewhat cumbersome approach toward our men. Much to their credit, our more seasoned soldiers held their ground as the horrifying creatures came ever closer. Unfortunately, the peasant conscripts broke and ran from those hideous nightmares. I cannot fault their behavior. I was quite tempted to run as well. The sight of these monsters was quite terrifying, but even worse, the unholy noise made by the bells strapped to their sides was enough to make any seasoned warrior flee in terror.

As they advanced on our more fortified positions, I could see the leering death faces of the skeleton archers as they stared at us with their empty sockets. Another skeleton was perched just behind the skull of each of the Mammoths. These skeleton riders were each blowing an oddly shaped trumpet, whose sound made my flesh crawl. (I must confess that I don't know how such a trumpet could be blown by a skeleton. It has to have been the result of the powerful magicks flowing from the necromancer who controlled them).

The Mammoths were only momentarily slowed by our defenses. I took the remaining men under my immediate command and abandoned the field. After a hard ride south, we stopped only long enough to allow me to write this dispatch to you. I feel tense.

Coincidentally, Grenadier Models has just released a "War Mammoth" set that looks very much like the mammoth in the above photos. This is the first release in our Collector's Series. For more details, take a look at our Consumer Order Sheet in this issue of the G.B.

# ADVENTURE MODULES!



NEW FOR 1984!

**Grenadier Models™**

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# GRENA DIER

## PRODUCT UPDATE -

### DRAGON! DRAGON!

It seems that if there is one thing fantasy enthusiasts can never get too many of, it would have to be dragons. Widespread fascination for these reptilian beasts has become nothing short of a phenomenon. Leave it to Grenadier to satisfy your draconic cravings by releasing a brand new dragon every month for a whole year. For those of you who have trouble with math, that's twelve of the scaly monsters to delight and terrify. Isn't that generous? Ah, but you know old Grenadier wouldn't be satisfied by simply giving you dragon lovers twelve new creatures to collect. Stinginess is taboo at Grenadier. So, if you hurry (And I mean hurry because these beauties are not going to stay on store shelves very long) and manage to purchase the boxed DRAGON LORDS edition of these new dragons, you will receive, as a bonus, a gem-capped idol section with the appropriate dragon's name engraved on the base. When all twelve dragons are collected, the sections fit together to form an impressive display for your dragons. Now, isn't that something to look forward to? Oh, but that's not all! Save the proofs-of-purchase from your dragons and, at the end of the Dragon-of-the-Month promotion, provided you have faithfully collected all twelve dragons, you can cash those proofs in for a special thirteenth dragon--absolutely free! I told you we were generous.

So, without further delay, let's take a look at the first three of these mythical monsters so you will have a clear picture of what to ask for when you rush down to your local hobby store to buy them. These figures should all



For March, we are treated to the earth-shaking roar of the Black Dragon rising up from the fetid muck of the swamp. This fellow seems to be in pursuit of prey and is so realistically sculpted that you can almost smell the marsh gas oozing from his scaly hide.

With April comes the promise of warmer weather, and with warmer weather comes the promise of... Run for your lives! A marauding Red Dragon is on the wing! This malevolent beast does not appear in the least bit friendly. His stance can be interpreted as either taking off or landing. In either case, it bodes ill for the poor unfortunate caught in the Red Dragon's path. Can you feel the heat of his sulphurous breath on the back of your neck? Don't turn around.

**CORRECTION** from the Dragon article in Bulletin #12. The special bases in the Dragon of the Month series will not be discontinued. They will remain a permanent part of the series.





May's offering is the majestic White Dragon, her stately, crested head raised and alert for any sign of potential prey on the barren wastes of the Cold Lands. Her wings are poised to carry this impressive creature skyward at a moment's notice. This regal lady is guaranteed to give adventurers more than a cold shoulder.



These scaly beasts can all be yours. Why any self-respecting miniatures collector would pass up a chance to own them is beyond me. So, what are you waiting for? They're out there waiting for you. If you aren't stouthearted enough to go seeking these dragons, check out the Consumer Order Form in this issue.

Next issue, I'll tell you about the newest dragons. Until then, let sleeping dragons lie--or else!



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We wish to apologize to our readership for the delay in Bulletin #13. We also want to welcome Don Wellman who will act as Contributing Editor and Ace Reporter of the Grenadier Bulletin. Don is a gamer and writer of long standing and we are sure one who will entertain and inform you in best traditions of Grenadier Models.

#### CREDITS

Publisher - Grenadier Models  
Contributing Editor - Mr. Don Wellman  
Photography - Ed Brockmeyer

AND

Members of the Grenadier Staff and our faithful readers and customers.

# GRENADIER QUESTIONNAIRE

Please fill out this questionnaire or a photo copy of it and send it to:

GRENADIER MODELS, INC.  
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## **\*\*ANNUAL SURVEY\*\***

Results will be published in a future issue of the Grenadier Bulletin.

NAME: \_\_\_\_\_ AGE: \_\_\_\_\_ SEX: \_\_\_\_\_ OCCUPATION: \_\_\_\_\_

ADDRESS: \_\_\_\_\_ CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

DO YOU PLAY:

IF YES, HOW OFTEN?

DUNGEONS & DRAGONS? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

STAR FRONTIERS? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

TRAVELLER? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

CHAMPIONS? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

CALL OF CTHULHU? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

SECRET AGENTS? YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

(List Below)

HISTORIC GAMES YES \_\_\_\_\_ NO \_\_\_\_\_; \_\_\_\_\_ PER MONTH

(List Below)

OTHERS (List Below)

\_\_\_\_\_; \_\_\_\_\_ PER MONTH

\_\_\_\_\_; \_\_\_\_\_ PER MONTH

HOW LONG HAVE YOU BEEN GAMING? \_\_\_\_\_

DO YOU BUY OUR SMALL SETS? \_\_\_\_\_ LARGE SETS? \_\_\_\_\_ BLISTER PACKS? \_\_\_\_\_

MODULES? \_\_\_\_\_ ALL? \_\_\_\_\_

HOW MANY FIGURES DO YOU OWN? \_\_\_\_\_

HOW MANY GRENADIER FIGURES DO YOU OWN? \_\_\_\_\_

WHAT DO YOU DO WITH YOUR FIGURES? GAME \_\_\_\_\_ PAINT \_\_\_\_\_ COLLECT \_\_\_\_\_

MAKE DIORAMAS \_\_\_\_\_ OTHER \_\_\_\_\_

HOW OFTEN DO YOU PAINT FIGURES? \_\_\_\_\_ PER MONTH

WHAT BRAND OF PAINT DO YOU BUY? \_\_\_\_\_

WHAT IS YOUR FAVORITE GRENADIER SET? \_\_\_\_\_ FIGURE? \_\_\_\_\_

ARE YOU AWARE OF OUR DRAGON OF THE MONTH SERIES? \_\_\_\_\_ WHAT DO YOU THINK OF

IT? \_\_\_\_\_

11. WHAT OTHER BRAND OF FIGURES DO YOU BUY? \_\_\_\_\_
12. LIST BY ORDER OF IMPORTANCE, WHAT YOU CONSIDER WHEN SELECTING FIGURES.  
PRICE, QUALITY, ACTION, PACKAGING, WEIGHT, OTHERS
1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_  
5. \_\_\_\_\_ 6. \_\_\_\_\_ 7. \_\_\_\_\_ 8. \_\_\_\_\_
13. HOW DO YOU RATE OUR FANTASY LORD FIGURES WITH OTHER BRANDS?  
EQUAL TO \_\_\_\_\_ BETTER \_\_\_\_\_
14. WHAT BRAND OF MODULES DO YOU LIKE TO USE? \_\_\_\_\_,  
\_\_\_\_\_, \_\_\_\_\_
15. WHAT GAMING MAGAZINES DO YOU READ? \_\_\_\_\_,  
\_\_\_\_\_, \_\_\_\_\_
16. DO YOU READ COMICS? YES \_\_\_\_\_ NO \_\_\_\_\_  
FANTASY BOOKS? YES \_\_\_\_\_ NO \_\_\_\_\_  
SCI. FI BOOKS? YES \_\_\_\_\_ NO \_\_\_\_\_  
HISTORICAL BOOKS? YES \_\_\_\_\_ NO \_\_\_\_\_  
OTHERS \_\_\_\_\_
17. WHO DO YOU THINK ARE THE BEST GAME AND/OR MODULE DESIGNERS IN THE COUNTRY?  
\_\_\_\_\_, \_\_\_\_\_
18. WHAT OTHER HOBBIES DO YOU HAVE? \_\_\_\_\_, \_\_\_\_\_
19. WHAT STORE DO YOU BUY MOST OF YOUR GAMING SUPPLIES FROM?  
NAME: \_\_\_\_\_  
ADDRESS: \_\_\_\_\_ CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_
20. DO THEY DISPLAY MOST OF OUR LINE? YES \_\_\_\_\_ NO \_\_\_\_\_
21. DO THEY SPECIAL ORDER MERCHANDISE THEY DO NOT STOCK? YES \_\_\_\_\_ NO \_\_\_\_\_
22. DOES THIS SHOP STOCK: GAMES \_\_\_\_\_ FIGURES \_\_\_\_\_ COMICS \_\_\_\_\_  
PAPER BACKS \_\_\_\_\_ PAINTS & BRUSHES \_\_\_\_\_, OTHER \_\_\_\_\_
23. WHAT FIGURES WOULD YOU LIKE TO SEE US PRODUCE? \_\_\_\_\_,  
\_\_\_\_\_, \_\_\_\_\_
24. DO YOU READ THE GRENADIER BULLETIN? \_\_\_\_\_ WHAT DO YOU ENJOY MOST  
ABOUT IT? \_\_\_\_\_
25. WHAT CAN WE DO TO SERVE MORE ADVENTURE GAMERS? \_\_\_\_\_  
\_\_\_\_\_





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# DEATH DRAGON



You know, Gary Pilkington is not the only person connected with Grenadier who has the ability to transcend the boundaries of this world and see into the myriad realms of fantasy which lie just beyond the confines of our earthly sphere (I have some unsettling suspicions about John Dennett). In fact, I have been receiving telepathic messages from another dimension for some time now. Allow me to relate to you a portion of the most recent of these otherworldly communications. These are the words of the elven Loremaster-mage Lendeyr:

"...waiting as the Legion of the Undead advanced across the Valley of the Dragon. Anticipation swelled in every heart as the monstrous war mammoths, four in number, the howdahs on their backs bristling with skeletal archers, moved with unnatural silence toward the waiting ranks of the Forces of the Four. A small detachment of orc mercenaries, their helms shading their eyes from the noon sun, charged from

their places of concealment and quickly incapacitated two of the undead pachyderms. Strangely, the skeletal horde did nothing. They merely continued their march until they had reached a curious, blasted stretch of earth a hundred yards from where our troops waited in bewilderment. Once there, they halted, almost as though they waited for something.

"Suddenly, the air was split with a deafening hum. In a flash of black fire, the necromancer Vardos appeared at the head of his blasphemous army. Elf archers immediately aimed their arrows at Vardos' black heart as the necromancer chanted, waving his staff vigorously in the air. The top of the staff appeared to be capped with a gleaming dragon's tooth.

"Before the archers could loose their arrows, the ground shuddered violently. Suddenly, the earth behind Vardos opened and a nightmare brought to life crawled out. A skeletal dragon rose to its full height at the necromancer's back, its

fleshless wing bones outstretched. It quickly turned its gaze toward the now-paralyzed archers. Black flame issued from the thing's gaping mouth and enveloped the staunch elves. In the flickering of an eye, the flesh was burned from their bones and they collapsed to the ground only to rise heartbeats later and join the Undead Legion. Things did not bode well for the Forces of Live. My soul chilled as the necromancer laughed..."

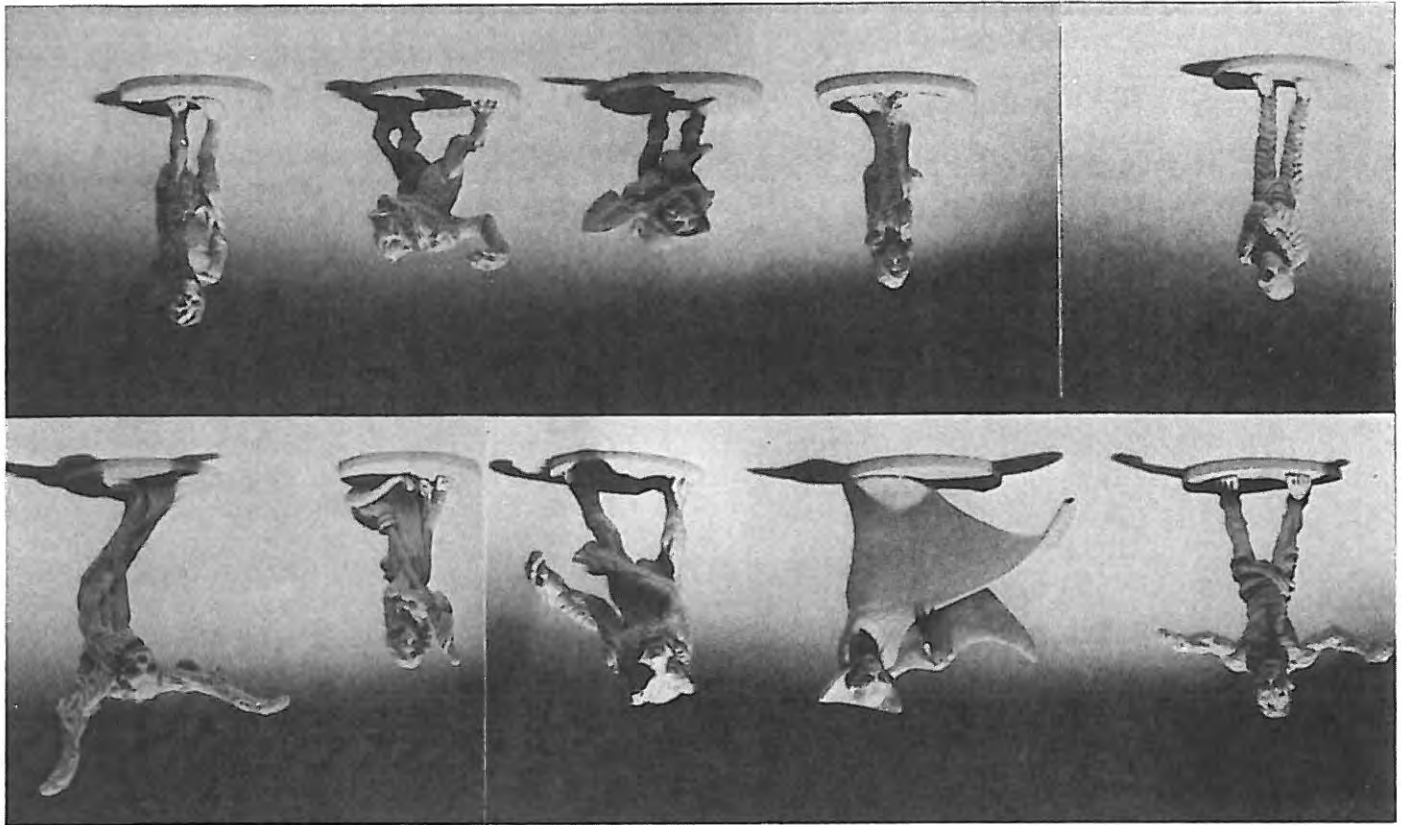
You don't have to travel through space and time to catch a glimpse of the skeletal horror of the Death Dragon. Andy Chernak has made it easy for you by adding the Death Dragon to Grenadier's ever-growing monster menagerie. The Death Dragon is the second figure in the Masterpiece Editions series and would be an awesome addition to any fantasy miniatures collection. It measures at 7½ inches long, has a 7 inch wingspan, and comes complete with a figure of the necromancer to sit astride this unearthly beast. Ask your local hobby shop for the Death Dragon or see the Consumer Order Form in this issue of the G.B.

--Don Wellman



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